

PRIMA® OFFICIAL GAME GUIDE

DETAILED STATS ☒
MULTIPLAYER TIPS ☒
ADVANCED BATTLEFIELD TACTICS ☒

ONLY FOR THE PC!

Visit us online at primagames.com

AXIS & ALLIES®



DYNAMIC REAL-TIME STRATEGY



This game has received the following rating from the ESRB



AT&T



Axis & Allies

PRIMA Official Game Guide

David Knight

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

1-800-733-3000

www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Sara E. Wilson

Project Editor: Sara E. Wilson

Designer: Gregory Han

© 2004 Atari Interactive, Inc. All Rights Reserved. AXIS & ALLIES is a registered trademark of Hasbro, Inc. Used with permission. All other trademarks are the property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.



CONTENTS

WAR COLLEGE	2
Economy and Resources	3
Money	4
Ammo and Oil Reserves	4
Avoiding and Dealing with Supply Shortages	5
Structures	6
Corps HQ	7
Division HQs	8
Supply Structures	9
Regiments	10
Regiment Attributes	11
Unit Attributes	13
Regiment Status	14
Formations	16
Resistances and Modifiers	17
Experience and Rank	19
Generals and Special Operations	20
American Generals	21
British Generals	24
Russian Generals	27
German Generals	30
Japanese Generals	33

STRUCTURES, REGIMENTS, AND TECHNOLOGY 36

Corps HQ	38
Infantry Division HQ	39
Infantry Regiment	40
Recon Infantry Regiment	42
Anti-Tank Infantry Regiment	42
Artillery Infantry Regiment	43
Engineer Regiment	44
Unique Infantry Regiments	48
Airborn Division HQ	54
Airborn Heavy Infantry Regiment	57
Unique Airborn Regiments	58
Mechanized Division HQ	59
Halftrack Regiment	60
Anti-Aircraft Halftrack Regiment	61
Anti-Tank Halftrack Regiment	62
Artillery Halftrack Regiment	63
Mechanized Infantry Regiment	64
Unique Mechanized Regiments	64
Armor Division HQ	66
Light Tank Regiment	67
Medium Tank Regiment	68
Heavy Tank Regiment	69
Anti-Aircraft Tank Regiment	70
Artillery Tank Regiment	71





PRIMA Official Game Guide

Airfield	75
Engineer Brigade	77
Motor Pool	78
Artillery Brigade	79
Supply Depot	79
Ammo Depot	80
Oil Depot	80
Naval Units	81
Aircraft Carriers	81
Battleships	81
ADVANCED BATTLEFIELD TACTICS	84
Base Building	85
Base Defense	87
Extending Supply Lines	88
Regimental Organization	89
Effective Groups	90
Group Formations	91
Offensive Tactics	92
Flanking Trap	93
Combined Attacks	93
Strategic Bombing	94
Multiplayer: Getting Started	95
Rush Defense	96
Building for Success	97
Multiplayer Tips	98
ALLIES CAMPAIGN	99
Battle of El Alamein	100
Battle of Guadalcanal	106
Battle of Stalingrad	111
Battle of Kursk	117
Road to Rome	122
Operation Overload: D-Day	127
Normandy Breakout	134
Operation Market Garden	140
Battle of the Bulge	146
Fall of Berlin	153
Battle of Iwo Jima	159
Invasion of Okinawa	166
AXIS CAMPAIGN	172
Airdrop on Crete	173
Battle of El Alamein	180
Battle of Suez Canal	185
Battle of Stalingrad	191
Invasion of Australia	197
Battle of Kursk	204
Defense of Normandy	210



Operation Sea Lion215
India and Burma Campaign221
The Burning of Moscow226
Assault on Midway232
Invasion of Hawaii237
WORLD WAR II MODE245
Selecting a General246
Logistics and Combat247
Income and Resource Allocation249
Armies249
Technologies251
Russia252
Russian Grand Strategy253
Germany257
German Grand Strategy258
Great Britain262
British Grand Strategy263
Japan266
Japanese Grand Strategy267
United States271
American Grand Strategy272
THE MAP EDITOR276
Organization277
Map Creation279
Unit Placement281
Triggers282
Testing and Tweaking284
APPENDIX: GAME STATS286
American Stats286
British Stats290
Russian Stats294
German Stats298
Japanese Stats302
Technologies306
World War Territories308

Acknowledgments

There are a number of people we would like to acknowledge for making this project a reality. First, we would like to thank Bill Levay at Atari for his valuable input and cooperation. We would also to thank Ian Klimon, Justin Wingard, and Brett Norton at Timegate Studios for their support and frequent correspondence. Thanks also go to Ryan Wener and Peter Matiss at Atari. Finally, the author would like to thank Sara Wilson for her assistance and patience throughout the duration of the project, and Gregory Han for his excellent book design.





PRIMA Official Game Guide

WAR COLLEGE



The World is at war once again, armed with the latest technological advances necessary to win victories in the air, on land, and at sea. Germany and Japan have made great gains in Europe, Africa, and the Pacific, draining their conquered territories of resources to fuel their rapidly expanding empires. The destiny of freedom-loving people around the world rests on a shaky alliance of British, Russian, and American forces. Welcome to *Axis & Allies*! Choose sides and lead your nation to victory using military might and cunning strategy. In this chapter we look at the game's fundamentals, analyzing the economic system, critical structures, regiments, and all twenty generals under your command. Even if you're not new to real-time strategy games, take time to read up on the game's basics – there are plenty of surprises in store.

Economy and Resources

Fielding an army isn't cheap. Before sending troops onto the battlefield you need to raise the appropriate funds and resources. In *Axis & Allies* there are three different resources you need to monitor throughout the course of every battle: money, ammo, and oil. Unlike some RTS games, these resources aren't gathered by units. So you won't have to worry about locating mines and forests to gather gold or chop down trees. Instead, resources are awarded for constructing and maintaining certain structures. In some instances, they can also be gained by controlling cities or capturing enemy-controlled resource stashes. These ever-changing resource values are easily monitored by glancing down at the resource bar.





PRIMA Official Game Guide

MONEY



Division HQs are your primary source of income – the more you build, the more money you'll make.

The first group of numbers on your resource bar represents the amount of money in your treasury and your current income. For example, a reading of 500 (+40) means you have 500 available to spend while gaining 40 monetary units per minute. Money is the only resource that can be stockpiled. You can make more money per minute by increasing your income. Do this by constructing new HQs. Both corps HQs and division HQs increase your income by 25 each. As you'll see later, these structures also provide other advantages,

allowing you to build units and extend supply lines. Your income also increases whenever your troops occupy a city – most cities increase your income by 10. As your income increases, the amount of money added to your reserves per minute increases. Use this money to purchase new regiments and structures, research technology, or conduct air strikes.

AMMO AND OIL RESERVES

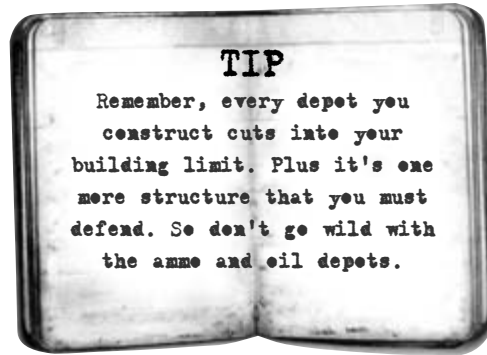
Each regiment (and some structures) deployed comes with an upkeep cost measured in ammo and oil. These values differ based on the type of regiment or structure. For example, an infantry regiment includes no vehicles, so it doesn't cost any oil to maintain it. But a tank regiment eats up enormous amounts of both ammo and oil. Unlike money, ammo and oil cannot be stockpiled. Instead, they're considered unit support resources, represented by a single number, preceded by either a plus



Construct ammo and oil depots to meet the constant supply demands of your units in the field.

WAR COLLEGE

or minus sign. A positive number indicates an excessive amount of ammo or oil that is not being used by your forces. A negative number indicates a shortage, meaning you're using more ammo or oil than you're producing. This requires your supply clerks to import these resources from alternative locations at steep prices, causing an immediate dip in your income. Ammo and oil reserves can be increased by building the appropriate depots or capturing enemy supplies. In more drastic situations it might be necessary to disband a regiment or sell an unused bunker. As soon as a regiment is disbanded or destroyed, expect a sudden boost of resources equal to the regiment's upkeep cost. For best results, try to keep both of the ammo and oil values near +20. This allows you to support a new regiment or two, while keeping the number of depots to a minimum.



AVOIDING AND DEALING WITH SUPPLY SHORTAGES



Construct ammo and oil depots to meet the constant supply demands of your units in the field.

Supply shortages can quickly cause your income to swing into negative territory. If this happens, the negative number in parenthesis represents how much money is drained from your reserves each minute. It should act as an alarm bell that something is terribly wrong. If your plummeting income is left unattended, your monetary reserves will eventually drop into the red, preventing you from buying new units or repairing damaged structures. Even more drastic consequences are reserved for your units in the field. For

instance, if one of your regiments is out of supply while your monetary reserves are in the red, they'll gradually take damage until they die. If this happens, quickly get





PRIMA Official Game Guide

the affected regiments within a supply zone before they expire. Even then, your treasury's lack of money causes your damaged units to resupply much slower than usual. So always keep an eye on your income and make sure it's a positive number.

A depleted income is usually the result of fielding more units than you can support. Each time your ammo or oil reserves dip into negative territory, it means you're using more resources than you're producing, requiring you to buy these vital resources at ghastly rates – 2 monetary units per unit of ammo and 3 monetary units per unit of oil. So if your oil reads –3, it means you're paying 9 monetary units to make up for the shortfall, and the reduction is immediately noted in your income.



If you're money reserves dip into negative territory, move all regiments within a supply zone – otherwise their health will degrade until they die.

Novice players often get themselves into this problem without even realizing it. The game doesn't restrict you from buying units your ammo and oil reserves can't support. Instead, the game is solely concerned with the monetary price of the regiment. If you have enough money in your reserves to buy it, it's yours. But once the regiment is created, its upkeep costs will reduce your ammo and oil reserves, potentially dropping them into negative territory. As soon as your ammo or oil reserves drop below zero, your income

drops too. But you can preview a regiment's upkeep cost before making the purchase. Simply mouse over the regiment you wish to buy and watch the resource bar rise. A new bar beneath it shows what your adjusted income and resources will be after making the purchase. Always make sure a new purchase won't drop your ammo or oil reserves into negative territory. At the very least, make sure your income stays positive.

Structures

Similar to other RTS games, building structures is a key element of strengthening both your army and your economy. Understanding the requirements and benefits of each is essential to winning every battle. We'll take a more detailed look at each structure in chapter 2, but here's a brief rundown of the key structures you need to be familiar with.

WAR COLLEGE

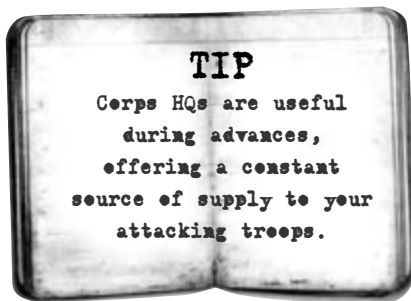
CORPS HQ



All structures can be built from the corps HQ's build menu.

The corps HQ is the centerpiece of your army, acting as the primary source of all other structures. Here you can build division HQs as well as depots and other critical structures. In most battles, the corps HQ is already unpacked, in the form of a large square building. But it can also be moved by packing it up; it takes the form of a truck – a very weak truck. So make sure the corps HQ is escorted whenever you move it, even if the distance is short. If you lose your only corps HQ, you can not build new structures.

However, you can deploy a new one, using your general's *Corps Reorganization* special operation. But this costs 1,000 experience points and isn't available till several minutes have transpired.



When unpacked, the corps HQ is surrounded by a green line. This represents the structure's supply border. Friendly regiments within the border (assuming they're linked with a division HQ) are automatically supplied. When supplied, a regiment's injured units heal and destroyed units are replaced with new ones. As you can see, supplying your regiments plays a large part in keeping them alive – another strong reason to keep your corps HQ alive. Like any structure, the

corps HQ can be repaired by engineer regiments. So consider keeping some engineers nearby, especially if your enemy is determined to destroy it with constant attacks. Also use engineers to construct various bunkers around the corps HQ, adding considerable punch to the structure's relatively modest defensive machine gun.



DIVISION HQS



Each division HQ can supply a set number of regiments. Once these slots are full, the HQ can't produce any more regiments until a regiment is detached or destroyed.

structure to defend it against enemy attacks – division HQs only possess a single machine gun.

Each division HQ has a set number of regiments it can support with supplies. When attached to a division HQ, a regiment is allowed to supply when it's within a friendly supply zone. If a regiment isn't attached to a division HQ (or if the regiment's division HQ was destroyed) they won't be able to resupply, even if they're standing right next to a corps HQ or in the center of a city. Regiments created at a division HQ are automatically attached to the structure. Once a division HQ's slots are full, it can't create more regiments. However, you can get around this restriction by detaching an existing regiment to free up a slot. Just remember, that every regiment you detach from the division HQ can't resupply. It's far more preferable simply to buy a new division HQ. New division HQs increase your income as well as your overall unit capacity.

Division HQs can also be used to extend supply lines. Try unpacking one near your supply border and watch the line bulge out. Along with supply depots, division HQs play a big role in "chaining" supplies across the map. But remember, the division HQ isn't a source of supply. It must be connected to a corps HQ's or city's supply lines.

Division HQs are required to deploy regiments. There are three different types of division HQs: infantry, mechanized, and armor. These structures must be built in the same order too. In other words, you can't build an armor division HQ till you have an infantry and a mechanized division HQ. Like the corps HQ, the division HQs are in the form of a truck when first deployed. Move the truck to the desired location, then unpack it.

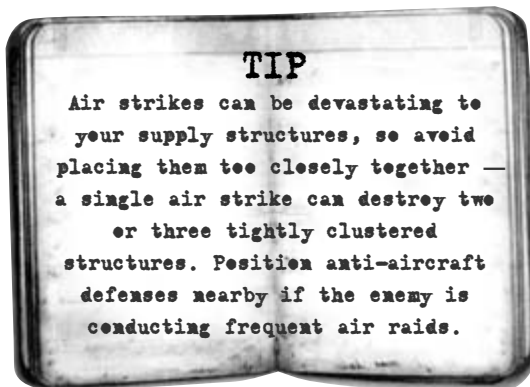
Depending on location, it may be necessary to construct bunkers or deploy troops around the

SUPPLY STRUCTURES

As mentioned earlier, ammo and oil are the lifeblood of your army. To keep up with the growing demand, keep building new ammo and oil depots. These structures increase the surplus of supplies available to your troops. Purchase ammo and oil depots at the corps HQ, where they are deployed as a truck. Move the truck somewhere safe and within the corps HQ's supply zone before unpacking it – depots unpacked outside your supply zone have no impact on your reserves. In addition to ammo and oil depots, you can also build supply depots. These buildings provide a small boost to your ammo and oil reserves (+5 for both) but their primary function is to extend supply lines. Like the division HQs, unpack these structures near supply line borders to expand supply zones.



Supply depots don't cut into your building limit, so don't worry about building too many.



Unlike the corps and division HQs, all depots are incapable of defending themselves, so position them carefully. When possible, try to hem ammo and supply depots into the map's corner or along its edge using your other structures as a defensive buffer. A smart opponent will always go for your supplies, realizing that their destruction wrecks havoc on your economy. Keep this in mind when placing them, and defend them with bunkers or troops when necessary. Supply depots present a different problem since they can't be tucked away. When "chaining" supplies across the map, your supply depots are always the weakest link and will be exploited by your enemy if not properly defended.



Regiments



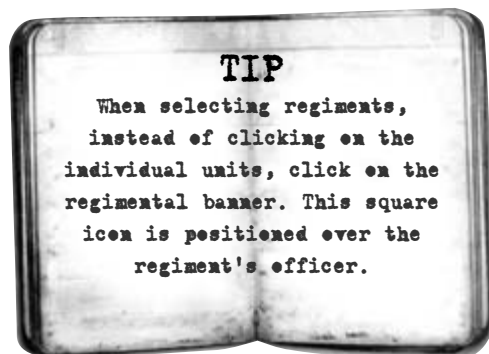
Select a regiment to get a better look at the individual units and other pertinent stats.

Instead of building individual units, in *Axis & Allies* you recruit groups of units called regiments. Various types of regiments are available to your forces: infantry, halftracks, and tanks. The size of each regiment varies by type, but never drops below five units and never exceeds nine units. Although each regiment includes various types of units, there's a set command structure in place.

When selecting a regiment, you'll see a portrait of a soldier in the black box at the bottom of the

screen – this is the regiment's officer. Officers relay commands to the troops and help maintain morale. In most cases, officers are armed differently than the soldiers they command. For instance, infantry officers always carry a sub-machine gun regardless of what their subordinates carry. An officer's participation in combat differs, depending on the type of regiment. Infantry officers are more likely to stay in the background and push their men forward with encouraging words. But the command vehicles of halftrack and tank regiments are usually caught in the fray, requiring the officers to fight.

Because the officer plays a large part in maintaining the regiment's morale, an officer's death can have a detrimental effect. When an officer dies, the regiment is much quicker to rout during subsequent engagements. If he dies, move the regiment back to your supply lines where a new officer will be assigned.



WAR COLLEGE



Front Line and support groups assume different positions during combat, reflecting their varying attack ranges.

The remaining units in a regiment make up the front line and support groups. As the name implies, the front line units are the core of the regiment. These units are all armed identically and rush forward to engage enemies whenever the regiment attacks or is attacked. As a result, the front line takes the heaviest abuse, absorbing the most casualties and deaths in the regiment. Some (but not all) regiments include a support group. Support groups differ depending on the type of the regiment. For instance, infantry regiments are all

supported by a few machine gun infantry units. More specialized regiments, like mortar infantry, are standard infantry regiments with two mortar infantry units attached. Regardless of what units make up the support group, these units usually stay behind the front line, often using their superior range to engage the enemy without facing counterattack. But if your front line troops are wiped out, the support group will be attacked next. If this happens, always retreat to a friendly supply zone to save the regiment.

REGIMENT ATTRIBUTES



When placing the cursor over the regimental banner, a new window appears revealing the regiment's current stats.

Once you have a regiment selected, mouse over the regiment banner, just to the right of the officer's portrait and the individual units. A pop-up window appears, showing more detailed stats:

Attack Efficiency: The red bar at the banner's top represents the regiment's attack efficiency. At rest or during slow movement (assault formation), the regiment maintains an efficiency





PRIMA Official Game Guide

rating of 100%. However, efficiency drops every time the regiment moves at faster speeds. A lower efficiency reduces the amount of damage each unit inflicts on the enemy. So avoid moving regiments while in column or aggressive formations prior to an engagement.

Morale: Every time a regiment takes incoming fire, their morale begins dropping. Monitor the blue bar at the bottom of the regimental banner. Whether or not an officer is present, each time a unit in the regiment dies, morale takes a big hit. Morale continues dropping as long as the regiment is in danger. Each regiment has a morale breaking point, where self-preservation takes precedent over following orders. If morale drops below this level, the regiment will rout, immediately running in the opposite direction of the threat. A routed regiment cannot be issued orders till their morale slowly increases above the breaking point. A regiment's morale rating increases as they achieve higher ranks, through experience. Their morale breaking point can be decreased with technological upgrades like *Advanced Infantry Training*. However, high morale ratings and low morale breaking points can cause a highly experienced regiment to fight to the death, resulting in their destruction. So keep an eye on your elite regiments and make sure they retreat before they're eliminated.

Experience: Each time a regiment inflicts damage on an enemy unit or structure, experience is awarded. As experience accumulates, regiments achieve new ranks, resulting in attack value and morale bonuses. We'll discuss these ranks and bonuses later in the chapter.

Speed: A regiment's speed is dictated largely by terrain and formation. Regiments move as fast as their slowest unit. For instance, some mixed regiments, like mechanized infantry, consist of vehicles and foot soldiers. Although the halftracks in the regiment are capable of much faster speeds, they match the speed of the infantry to remain in formation. However, when routed, all units move at their fastest speed, paying no attention to maintaining a formation. Terrain modifiers like forests and jungles, impede speed as well.

Upkeep: These icons and numbers represent how many resources the regiment is using. This includes ammo and oil upkeep. The helmet icon represents how much the regiment cuts into your regiment limit, a value that never exceeds 1.

Properties: This is where all applicable technological upgrades that enhance the regiment's performance are listed. Detailed stats for each upgrade can be viewed by placing the cursor over the individual upgrade icons at the top of the regiment's main window.



UNIT ATTRIBUTES




Each unit has at least one weapon. Infantry units are usually armed with a rifle and grenades.

The combat effectiveness of each regiment is governed by its units' statistics. Click on one of the individual unit icons to take a look at their stats:

Health: The health rating shows how much damage the unit can withstand before being killed. As expected, the hardier the unit, the higher the health rating. In other words, infantry have the lowest health rating and heavy tanks have the highest. As a unit takes damage, it continues fighting at 100% efficiency until it dies or until the regiment's morale hits the breaking point, causing a rout.

Attack Value: Inspect a unit's attack value by placing the cursor over its weapon icon. A pop-up window shows the type of weapon it is using and its attack value. Included in this window are descriptions of the weapon's rate of fire and its area effect. Technological upgrades and increased experience can increase this rating. Most vehicles and structures only have one weapon, but infantry may have a



DAMAGE TYPES

Units are capable of inflicting four different types of damage, represented by their weapon icon. Each type inflicts varying degrees of damage based on the unit's resistances and other modifiers.

GUNFIRE (PISTOL ICON): Rifles, Machine Guns

ARMOR PIERCING (SHELL ICON): AT Infantry, Tank Cannons

EXPLOSIVE (GRENADE ICON): Bombs, Grenades, Artillery

FLAME (FLAME ICON): Flamethrowers, Napalm



PRIMA Official Game Guide

variety of weapons including rifles, grenades, and even bayonets.

Defense Value: The shield icon represents the unit's defense value, or how resistant your unit is to being damaged. This value differs based on unit, with tanks offering the highest defense values. Terrain modifiers (like forests), promotions, and certain

1st THE STARS AND STRIPES 1st

CALCULATING THE CARNAGE

Whenever one unit attacks another, a couple of formulas come into play to calculate the amount of damage the target takes. Here's a rundown of how the program figures it all out:

ATTACK FORMULA
 $\text{Attack Value} \times (\text{random number ranging from .75 to 1.25}) \times \text{Attack Efficiency} + (\text{any Additive attack modifiers}) - \text{Target's Defense Value} - (\text{any additional defense modifiers}) = \text{Base Damage}$

DAMAGE FORMULA
 $\text{Base Damage} \times \text{Any damage Multiplier modifiers (positive modifiers are actually additive, +50\% damage)} = \text{Total Damage}$

REGIMENT STATUS

technological upgrades can increase this rating too.

When inspecting a regiment, a line of text appears in the black box at the screen's bottom (next to the regiment's upkeep costs) which explains their status. A regiment's status changes as they perform different actions. Here's a few status lines you should be familiar with:

Out of Supply: This line appears whenever a regiment is not attached to a division HQ. This means its units will not heal or be granted replacements, even if they're within a supply zone.

Resting/Attached to HQ: When it's not moving or fighting, a regiment takes a resting posture. This down time allows the units' morale and combat effectiveness to recover to 100%. After a few seconds of staying in one spot, the regiment becomes entrenched.

WAR COLLEGE



Entrenched: After resting for a few seconds, a regiment becomes entrenched. This is represented by a stack of sandbags placed at the base of the regimental banner. This modifier increases the regiment's defense value and resistance against most forms of damage, with the exception of flame. Each regiment type has a different entrench time. As a rule, infantry always entrench themselves faster than halftracks and tanks.

Entrenched regiments get a significant boost in their defense value and resistances.

Entrenched Bonuses and Resistances						
Unit	Defensive Bonus	Gunfire Resistance	Armor Piercing Resistance	Explosive Resistance	Flame Resistance	Morale Impact
Infantry	+4	+25%	+25%	+25%	N/A	+50% Slower Morale Loss
Vehicles	+4	N/A	+25%	+25%	N/A	+25% Slower Morale Loss

Engaged: Whether attacking or being attacked, regiments that are engaged only respond to two commands: run and rout. When given the run command, a regiment moves as fast as possible to the specified area, making no effort to maintain formation. This is a good way to break an engagement, and restores all other available commands. Ordering a regiment to rout eliminates any sense of control, causing the regiment simply to run away from the enemy. While engaged, your regiment's maximum speed is increased by 25%, making it easier to chase down the enemy when they rout.

Routed: Whenever a regiment is routed, you can't take control of them until their morale raises above their breaking point. You can either order a regiment to rout, or they will do so automatically when their morale drops below the breaking point. For best results, never order a regiment to rout. Instead, use the run command to move them out of harm's way if they take heavy casualties.



FORMATIONS



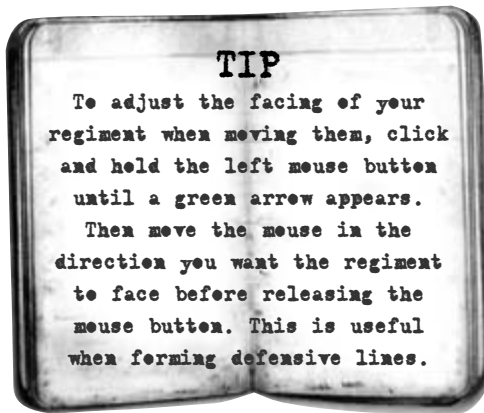
To retain optimal attack efficiency, always move your regiments in the assault formation.

In addition to reorganizing the placement of your units within a regiment, changing formations also has an impact on the regiment's behavior, speed, and attack efficiency. Three formation types are available to your regiments:

Assault: When assembled in an assault formation, the front line units form a line abreast, standing shoulder to shoulder while the officer and support groups form a secondary line just behind.

While in this formation, the regiment attacks any enemy unit

or structure it encounters. This is the most effective formation when attacking. When moving, the regiment's speed is slowed to a crawl, but they maintain 100% attack efficiency.

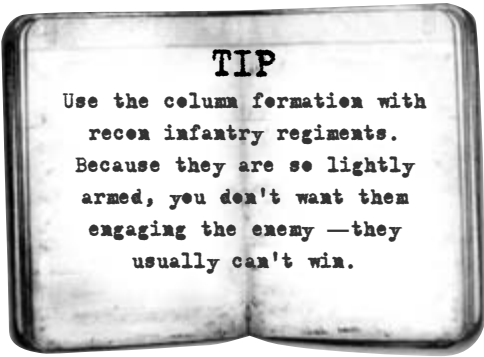


Aggressive: This is the default formation of all regiments, with the officer in the center surrounded by his subordinates. This is a good formation for units that are defending a particular area or guarding a building. Regiments automatically assume an aggressive stance, attacking any hostile units that move with their zone of control. However, when moving in the formation, the regiment's attack efficiency slowly drops until it reaches 75% – it will not drop below 75%.

Column: Column formations are ideal for moving quickly down roads or narrow city streets. Although speedy, this formation isn't intended for combat. Even if enemy units are spotted, the regiment won't engage them unless attacked. While racing across the battlefield, the regiment's attack efficiency quickly drops to 50%,

WAR COLLEGE

where it remains until the regiment stops and rests. Use this formation when speed is all that matters. The added speed boost is useful for running away from a superior force.



Formation Properties		
Formation	Behavior	Effects
Assault	Aggressive	-25% to Maximum Speed
Aggressive	Aggressive	-25% (max) to Attack Efficiency
Column	Passive	+25% to Maximum Speed, -50% (max) to Attack Efficiency

RESISTANCES AND MODIFIERS



Scan the icons at the top of the regiment's window to view current resistances and modifiers.

Understanding your regiment's resistances and utilizing the game's various modifiers is key to gaining the upper hand in any battle, even if you're outnumbered and outclassed. Resistances reduce the amount of damage inflicted on your units by a specific weapon. For instance, tanks possess a 50% resistance to gunfire, automatically reducing the damage caused by each rifle or machine gun attack by half. Some resistances are inherent to specific structures and vehicles, as seen in the table below.

Base Resistances				
Units	Gunfire Resistance	Armor Piercing Resistance	Explosive Resistance	Flame Resistance
Buildings	N/A	+25%	N/A	N/A
Bunkers	+25%	+25%	N/A	N/A
Infantry	N/A	+25%	+25%	N/A
Vehicles	+25%	N/A	N/A	N/A
Tanks	+50%	N/A	+25%	N/A





PRIMA Official Game Guide



Jungles, forests, and cities favor infantry regiments. Use these terrain modifiers to your advantage.

Certain types of terrain also have an impact on your regiment's defensive stats. But these impacts aren't always beneficial. For example, vehicles are actually more vulnerable to gunfire in cities, forests, and jungles. In such environments, infantry regiments may actually have the upper hand against heavily armored halftracks and tanks. So pay careful attention to terrain, including the terrain occupied by the enemy. You can tell what kind of terrain your regiment is positioned in by searching their window for a diamond-shaped

terrain modifier icon. Mouse over the icon to view the affected resistances, defense value bonuses, and speed restrictions. Or simply reference the table below to see how terrain affects your infantry and vehicles.

Terrain Modifiers						
Terrain Regiment Type	Defense Value	Speed Limit	Gunfire Resistance	Armor Piercing Resistance	Explosive Resistance	Flame Resistance
City/Infantry	N/A	N/A	+25%	+25%	N/A	N/A
City/Vehicles	N/A	Medium	-50%	N/A	N/A	N/A
Forest/Infantry	+4	N/A	N/A	+25%	N/A	N/A
Forest/Vehicles	N/A	N/A	-25%	N/A	N/A	N/A
Jungle/Infantry	+6	N/A	N/A	+25%	N/A	N/A
Jungle/Vehicles	N/A	Very Slow	-50%	N/A	N/A	N/A
Sand/Infantry	N/A	N/A	N/A	N/A	N/A	N/A
Sand/Vehicles	N/A	Very Fast	N/A	N/A	N/A	N/A

Offensive modifiers affect a unit's attack value and are gained through increases in rank, new technologies, and special operations offered by the generals. The impact of each technology and special operation differs, but every time a regiment moves up in rank, their attack value increases by 4. That means they earn +12 to their attack value by the time they reach the elite rank. We'll talk more about experience and rank next.

EXPERIENCE AND RANK



Experienced regiments gain promotions in rank at regular intervals. Each promotion enhances the regiment with several bonuses.

Your army gains experience at a steady rate for every second of gameplay. But your regiments only gain their experience through combat. While engaged, experience is awarded at a steady rate, increasing with every other enemy unit killed. The number of units in a regiment also influences the experience gained, usually granting infantry regiments the greatest opportunity for rank advancement. All experience earned by your regiments is added to your army's total experience and can be used for conducting a general's special operation.

As a regiment's experience points build up, the units achieve new ranks, granting them certain bonuses that make them more effective in combat. Although each regiment achieves promotions at the same experience levels, bonuses differ based on the regiment type, granting varying bonuses to infantry, mechanized, or armor. The most significant upgrade with each rank is the attack-value bonus. Since experienced units are more effective, use them in situations or areas where increased attack values are a must. But keep a watchful eye on their health too. Due to an increase in morale, high-ranking regiments (especially if entrenched) tend to plant themselves in one place, even if they face destruction. Make sure they run or rout before the last unit is killed. If a regiment is completely destroyed, so is all their experience and applicable bonuses. But if even one unit survives, the regiment can be resupplied and maintain its rank and bonuses. The tables below show the ranks and bonuses associated with each type of regiment.

Infantry Ranks and Bonuses						
Rank	Experience Level	Attack Value	Defense Value	Health	Morale	Morale Recover Rate
Regular	175	+5	+2	+5%	+1	+5%
Veteran	350	+10	+4	+10%	+2	+10%
Elite	600	+20	+6	+20%	+4	+15%





PRIMA Official Game Guide

Mechanized Ranks and Bonuses

Rank	Experience Level	Attack Value	Defense Value	Health	Morale	Morale Recover Rate
Regular	175	+5	+2	+5%	+1	+5%
Veteran	350	+10	+4	+10%	+2	+10%
Elite	600	+20	+6	+20%	+4	+15%

Armor Ranks and Bonuses

Rank	Experience Level	Attack Value	Defense Value	Health	Morale	Morale Recover Rate
Regular	175	+10	+3	+5%	+1	+5%
Veteran	350	+20	+6	+10%	+2	+10%
Elite	600	+40	+9	+20%	+4	+15%

Generals and Special Operations



Special operations can play a decisive role in any battle if used properly.

In each battle you fight, you'll have one general under your command. Each general has four special operations, indicated by the line of vertical buttons in the top left-hand corner of the screen. As you'll see in the following descriptions, each special operation differs greatly in attributes and cost, but all give your side a specific advantage. Special operations are paid for with your army's experience points. This is the grand total of experience gained by all your regiments throughout the

duration of the battle as well as the experience gained for each second of gameplay. You won't be able to conduct many special operations at the start of a battle. But as your regiments gain experience, the special operations will become available. After a special operation is activated, its button is grayed out and a red status bar appears at the bottom of the button. This indicates the special operation is temporarily

WAR COLLEGE

unavailable. Once the red status bar is full, the special operation can be used again – assuming you have enough experience points. In this section we look at all twenty generals and associated special operations.

AMERICAN GENERALS

GENERAL PATTON



A lover of battle and a masterful commander of armored battalions, George S. Patton epitomized the American general. As a veteran of the Western Front of the First World War, General Patton brought rugged, experienced, win-at-all-cost leadership to the Allies in the European theater.

Patton's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Mechanized Advance	1000	Large	120 Seconds	+6 Extra Damage (AP), +5 to Defense Value, +20% to Maximum Speed, Immune to Fear enchantments	Grants speed, attack, and defense bonuses to targeted halftracks.
Fighting Spirit	300	Large	60 Seconds	+2 to Defense Value, +20% to Maximum Speed, Immune to Fear enchantments, 1 Morale Gained	Targeted units are granted a boost in morale, defense, and speed.
Supply Drop	400	N/A	180 Seconds	Summons Smoke Grenade, Summons Provisions	Summons an aircraft to transport and drop a temporary zone of supply.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Patton's special operations are tailor-made for deep drives into enemy territory. Unless the enemy's forces are restricted to infantry, lay off using the *Mechanized Advance* and halftracks. Instead, build medium/heavy tanks and use the cheaper *Fighting Spirit* to make raids on enemy installations, then back off and order a *Supply Drop* to keep the attack force in top shape.





PRIMA Official Game Guide



GENERAL EISENHOWER

Later President of the United States, Dwight D. Eisenhower was protégé and close friend of General Patton. Hand-picked by President Roosevelt to lead the liberation of Europe, General Eisenhower proved himself to be both a brilliant strategist and an excellent statesman in coordinating the Allies during and after WWII.

Eisenhower's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Advance	1000	Large	120 Seconds	+6 Extra Damage (AP), +5 to Defense Value, +20% to Maximum Speed, Immune to Fear enchantments	Grants speed, attack, and defense bonuses to targeted halftracks.
Lend Lease	400	N/A	5 Seconds	Summons Lend Lease, +1000 Income for 5 Seconds	An aircraft drops a temporary economic relief.
Mechanized Resupply	300	Large	30 Seconds	Resupplies halftracks	Slowly heals all targeted friendly halftracks.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: If halftracks are your preferred unit, then Eisenhower's your general. The *Mechanized Advance* and *Mechanized Resupply* operations are quite specialized, but may come in useful for punching through lines of bunkers or entrenched infantry. *Lend Lease* comes in handy whenever you need a sudden infusion of money, making it useful when conducting multiple air strikes.



GENERAL ARNOLD

Henry Arnold was a driving force in the development of American aerial superiority, and a pioneer of heavy bombing strategies. He was also a member of the American Joint Chiefs of Staff and the Allied Combined Chiefs of Staff.

WAR COLLEGE

Arnold's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Bombing	1800	Large	N/A	500 Damage (Explosive), +1500 Extra Damage (Explosive) vs. Buildings	Sends a wave of long range bombers to carpet bomb an area Sends a wave of long range under enemy control.
Propaganda War	800	Large	20 Seconds	-2 to Defense Value, -20% to Maximum Speed,	Decreases the enemy's morale, speed, and defense. 4 Morale Lost
Secret Agent	200	N/A	100 Seconds	Summons Secret Agent (100-second life span)	Paradrops an American secret agent to spy on the enemy.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Of the American generals, Arnold provides the most diverse mix of special operations, making him a good pick whenever you're not sure what you might face. If you have enough experience, you can use all three for the same attack. Deploy a *Secret Agent* to locate enemy structures, then call in a *Carpet Bombing* raid to destroy them. Afterward, rush in with ground forces, using *Propaganda War* to scatter defenders.



ADMIRAL NIMITZ

Having spent almost his entire life serving in the Navy, Admiral Chester Nimitz was entrusted with rebuilding the devastated Pacific Fleet after the Pearl Harbor attack. Ultimately, his strategic insight led to critical victories in the Coral Sea and at Midway that broke the Japanese Navy and won the Pacific front for the Allies.

Nimitz's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Atomic Bomb	2000	Large	N/A	500 Damage (Flame), +1000 Extra Damage (Explosive) vs. Buildings, Radiation for 10 seconds (+25 Flame Damage per second)	Drops an atomic bomb to obliterate the enemy and survivors with radiation infects sickness.
Assembly Line	300	N/A	N/A	Summons Material Parts	Increases the resupply rate of all vehicle units.
Economic Aid	500	N/A	N/A	Summons Smoke Grenade, Summons Economic Aid (+15 ammo, +15 oil)	An aircraft drops cargo containing oil and ammo.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.





PRIMA Official Game Guide

NOTES: Nimitz's *Atomic Bomb* is the most destructive weapon in the game – but it's also quite pricey! For optimal results, always use it against structures. If your opponent has clustered oil and ammo depots, exploit their lack of foresight by wiping out their resources. Despite its destructive power, the *Atomic Bomb* doesn't have enough strength to wipe out corps HQs and division HQs. So be ready to conduct follow-up attacks on these structures before they're repaired.

TIP

The *Atomic Bomb* will also destroy enemy aircraft within the blast radius. In a drastic situation, you can use it to halt a flight of incoming bombers and fighters.

BRITISH GENERALS

FIELD MARSHAL MONTGOMERY



Bernard Montgomery was, in many ways, the ideal image of a British military officer: He trained at the elite Sandhurst academy, served in India and then in France during the First World War, and ultimately rose to general during WWII. After the war, he was granted a peerage, and took the title "Viscount of Alamein."

Montgomery's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Carpet Bombing	1800	Large	N/A	500 Damage (Explosive), +1500 Extra Damage (Explosive) vs. Buildings	Sends a wave of long range bombers to carpet bomb an area under enemy control.
Fighting Spirit	300	Large	1 Minute	+2 to Defense Value, +20% to Maximum Speed, Immune to Fear enchantments, 1 Morale Gained	Targeted units are granted a boost in morale, defense, and speed.
Code Breaker	200	N/A	15 Seconds	Summons Code Breaker Tower	The fog of war is removed from the target location for a brief period.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: The *Code Breaker* tower gives Montgomery a tremendous advantage during the early moments of a battle, and provides him the opportunity to locate his enemy's base without running recon flights or deploying recon infantry. Once the enemy is located, *Carpet Bombing* raids and air strikes can be conducted on vital structures.

WAR COLLEGE



MAJOR GENERAL WINGATE

A master of espionage, Orde Wingate began his career in intelligence by thwarting Arab terrorist forces operating near Palestine. He bluffed 12,000 Italians into surrendering to a force of a few hundred, and concluded his career by executing sabotage attacks across Burma, destroying Japanese bases, bridges, and equipment.

Wingate's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
British Sabotage	800	N/A	90 Seconds	Summons Saboteur (90-second life span)	Paradrops a British saboteur to inflict damage on enemy buildings.
Infantry Resupply	200	Large	30 Seconds	Supplies Infantry	Slowly heals all targeted friendly infantry.
Economic Aid	500	N/A	N/A	Summons Smoke Grenade, Summons Economic Aid (+15 ammo, +15 oil)	An aircraft drops cargo containing oil and ammo.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Wingate's set of special operations benefits armies restricted to building infantry and halftrack regiments. Gain the advantage by using *British Sabotage* to conduct raids on enemy ammo and oil depots – especially if they're unguarded. The British saboteur will rush from one enemy structure to the next, planting explosives till his 90-second life span expires, or until he's gunned down by enemy forces. So make sure the target area is free of bunkers and other defenses.



ADMIRAL MOUNTBATTEN

Great grandson of Queen Victoria, second cousin of George V, Lord Mountbatten was assigned by Churchill to lead critical commando missions across the European theater. After the war, Lord Mountbatten oversaw the establishment of independent states in India and Pakistan.



PRIMA Official Game Guide

Mountbatten's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
British Sabotage	800	N/A	90 Seconds	Summons Saboteur (90-second life span)	Paradrops a British saboteur to inflict damage on enemy buildings.
Smoke Barrage	600	Large	30 Seconds	-50% to Attack Speed, -50% to Maximum Speed	Creates a smokescreen that reduces your enemies' rate of fire and stops their advance.
Radar Scan	400	N/A	10 Seconds	No Fog on Minimap	Reveals the enemy's location on the Minimap for a brief period.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps provide HQ Truck	Deploys a new corps HQ to supply and resources.

NOTES: With the exception of *British Sabotage*, Mountbatten's special operations lack the offensive punch offered by other generals. *Radar Scan* allows you to get a general idea of the enemy's locations, but you'll need to commit it to memory, and even then, it's nearly impossible to differentiate infantry from armor on the Minimap. Still, *Smoke Barrage* is a good special operation for defensive situations, allowing you to halt, and ultimately push back, a superior attacking force.



FIELD MARSHAL WAVELL

Archibald Percival Wavell, himself the son of a general, served across the Empire during WWII. After helping secure the Suez Canal, he coordinated British forces against the Japanese invasion as Commander in Chief of India.

Wavell's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Carpet Bombing	1800	Large	N/A	500 Damage (Explosive), +1500 Extra Damage (Explosive) vs. Buildings	Sends a wave of long range bombers to carpet bomb an area under enemy control.
Sandbagging	300	Large	180 Seconds	+25% Gunfire Resistance, +25% Armor Piercing Resistance, +50% Explosive Resistance	Targeted buildings are granted a defense bonus against enemy attacks.
Secret Agent	200	N/A	100 Seconds	Summons Secret Agent (100-second life span)	Paradrops a British secret agent to spy on the enemy.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Like General Arnold, Wavell's *Secret Agent* and *Carpet Bombing* special operations provide the perfect one-two punch to locate and demolish weak enemy structures. But the *Sandbagging* operation gives Wavell a defensive boost as well. Use this whenever your corps HQ or division HQs are under attack, especially if you don't have any engineers. *Sandbagging* can also be used on an allies' structures too, so lend a helping hand when needed.

RUSSIAN GENERALS



MARSHAL ZHUKOV

Rising from a lowly cavalry officer in the Tsar's army to marshal of the Soviet forces, Georgi Zhukov proved himself a survivor above all else. By developing the Siberian army during the darkest days of WWII, Marshal Zhukov shocked the Japanese and Germans alike, winning first in Mongolia and then in Europe.

Zhukov's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Communist Purge	200	Large	60 Seconds	+5 Attack Value, kills infantry officers	Sacrifices infantry officers to increase infantry attack value.
Supply Drop	400	N/A	180 Seconds	Summons Smoke Grenade, Summons Provisions	Summons an aircraft to transport and drop a temporary zone of supply.
Russian Sabotage	800	N/A	90 Seconds	Summons Saboteur (90-second life span)	Paradrops a Russian saboteur to inflict damage on enemy buildings.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: While Zhukov's *Communist Purge* provides infantry with a nice boost to their stats, it does so at the cost of their officers. The *Supply Drop* special operation gives Zhukov even more tactical flexibility – it's relatively cheap too! This allows him to supply troops, halftracks, or armor deep behind enemy lines without the logistical hassle of maintaining a more permanent supply zone. For best results, use infantry to defend your base with *Communist Purge* while supporting a forward attack force (preferably of tanks) with frequent *Supply Drops*. Zhukov's *Russian Sabotage* is just like the *British Sabotage* special operation, deploying a saboteur to wreck havoc on enemy structures.



GENERAL CHUIKOV

A young commander and the son of a famous wrestler, Vasily Chuikov served as advisor to Chiang Kai-shek before being recalled to command the defense of Stalingrad. By maintaining the morale of his soldiers and developing new methods of urban combat, General Chuikov prevented the city's fall and ultimately participated in the capture of Berlin.

Chuikov's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Carpet Bombing	1800	Large	N/A	500 Damage (Explosive), +1500 Extra Damage (Explosive) vs. Buildings	Sends a wave of long range bombers to carpet bomb an area under enemy control.
Assembly Line	300	N/A	N/A	Summons Material Parts vehicle units.	Increases the resupply rate of all
Maskirovka	500	N/A	N/A	Summons Medium Tank Regiment	Deploys a regiment of Maskirovka tanks to confuse and demoralize the enemy.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Chuikov's *Carpet Bombing* is always useful for attacks, but it's his *Maskirovka* special operation that allows him to play mind games with the opposition. It allows him to deploy fake medium tank regiments. These regiments look just like medium tanks, but their stats are much lower. Use these fake tanks to deter the enemy from attacking your base, or mix them into your attack force of real tanks to force an enemy retreat.



MARSHAL KONEV

Ivan Konev was a Russian general of firsts, leading the first counterattack against the German advance – and stopping it outside of Moscow – and leading the first army onto German soil. A hero of the war and one of the conquerors of Berlin, Konev went on to an illustrious career as a military governor.

Konev's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Communist Zeal	1000	Large	120 Seconds	+3 Extra Damage (Armor Piercing), +40% to Health, +20% to Maximum Speed, Immune to Fear enchantments	Targeted infantry are granted attack, health, and speed bonuses.
Military Gear Up	300	Large	180 Seconds	+10% Health	Increases infantry health for a limited time.
Smoke Barrage	600	Large	30 Seconds	-50% to Attack Speed, -50% to Maximum Speed	Creates a smokescreen that reduces your enemies' rate of fire and stops their advance.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Marshal Konev is a good choice when playing as the Russians in the *World War* mode, as his special operations best complement infantry regiments. All three special operations can be used during infantry advances or during defensive situations, granting Konev's forces the kind of flexibility all generals covet.



MARSHAL ROKOSSOVSKI

Konstantin Rokossovski, an early supporter of the Bolsheviks, was later purged, and fought in WWII under a never-revoked death sentence. He distinguished himself as a fiery commander at the battles of Moscow, Stalingrad, and Kursk.

Rokossovski's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Communist Zeal	1000	Large	120 Seconds	+3 Extra Damage (Armor Piercing), +40% to Health, +20% to Maximum Speed, Immune to Fear enchantments	Targeted infantry are granted attack, health, and speed bonuses.
Rapid Deployment	300	N/A	N/A	Provides permanent increase to regiments' resupply rate	Increases the resupply rate of all infantry units.
Double the Guard	400	Large	60 Seconds	+15 to Attack Value an attack bonus.	Targeted buildings are granted
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.



PRIMA Official Game Guide

NOTES: Rokossovski's special operations are best used in defensive situations. Unlike most special operations, *Rapid Deployment* has a permanent effect on infantry regiments, increasing their resupply rate. This allows them to heal quicker, giving them a brief chance to catch their breath before rejoining the battle. Use *Double the Guard* on clusters of bunkers to help repel large attacks.

GERMAN GENERALS



FIELD MARSHAL ROMMEL

Erwin Rommel, the Desert Fox, was undeniably one of the greatest commanders in military history. A master strategist with armored units, a professor of infantry tactics, and a critic of Hitler, Rommel won accolades on the battlefield from not only the Axis, but the Allies as well.

Rommel's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Blitzkrieg	1000	Large	120 Seconds	+50 to Attack Value, +20% to Maximum Speed, Immune to Fear enchantments	Targeted tanks are granted bonuses to speed and attack.
Forced March	200	Large	30 Seconds	+50% to Maximum Damage, 1 Flame Damage per second	Forces a company to move faster, but taxes their health.
Panzer Holhe	500	N/A	N/A	Summons Medium Tank Regiment	Deploys a regiment of Maskirovka tanks to confuse and demoralize the enemy.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Rommel's *Blitzkrieg* and *Panzer Holhe* special operations makes him the best pick if you're looking to overwhelm your opponent with tanks. *Panzer Holhe* is just like Chuikov's *Maskirovka*, supplying fake medium tanks. *Blitzkrieg* is expensive, but it grants your tanks an enormous offensive boost for two full minutes. Use it to punch through defensive lines – even if the enemy outnumbered you. On the other hand, if you're fighting against Rommel and he plays *Blitzkrieg*, immediately retreat.

WAR COLLEGE



FIELD MARSHAL MANSTEIN

Erich von Manstein, a veteran of the first World War, proved an able commander in Russian campaigns of WWII. Field Marshal Manstein was known during the war for ruthless efficiency, but regarded by many as the greatest field commander of WWII. His removal aided Russia rather than Germany.

Manstein's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
V Weapons	1600	Large	N/A	750 Damage (Explosive), +750 Extra Damage vs. Buildings	Orders a V-1 Rocket strike to inflict devastation on the enemy at the targeted location.
Espionage	400	N/A	N/A	Describe Economy, Steal Resources: 50 Money	Target an enemy building to reveal his current economic status and steal money.
Propaganda War	800	Large	20 Seconds	-2 to Defense Value, -20% to Maximum Speed, 4 Morale Lost	Decreases the enemy's morale, speed, and defense.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: If you like attacking your opponent's economy, give Manstein a try. The *V Weapons* special operation is great for blowing away ammo and oil depots, or weakening division HQs and corps HQs. Then use *Espionage* to inspect your opponent's economy, helping measure your progress. Once your opponent is weak, move in ground forces to occupy territory, using *Propaganda War* to rout defenders.



FIELD MARSHAL KESSELRING

Albert Kesselring, trained as a balloon observer in the First World War, went on to command the German air force in numerous theaters, supporting Operation Barbarossa in Russia and Rommel's advances in North Africa. General Kesselring's last significant command was the defense of Italy.





PRIMA Official Game Guide

Kesselring's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Blitzkrieg	1000	Large	120 Seconds	+50 to Attack Value, +20% to Maximum Speed, Immune to Fear enchantments	Targeted tanks are granted bonuses to speed and attack
Supply Drop	400	N/A	180 Seconds	Summons Smoke Grenade, Summons Provisions	Summons an aircraft to transport and drop a temporary zone of supply.
Military Gear Up	300	Large	180 Seconds	+10% Health	Increases infantry health for a limited time.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: The combination of *Blitzkrieg* and *Supply Drop* gives Kesselring's forces the ability to drive deep into enemy territory with devastating tank attacks, then receive supplies without the need to backtrack to your supply lines. This is a great strategy to keep the pressure on your opponent, depriving them the time to rebuild structures and replace regiments.



FIELD MARSHAL RUNDSTET

Gerd von Rundstedt, an early opponent of the Nazi party, was recalled to the military with the outbreak of WWII. A cautious, cagey leader, Rundstedt disagreed with the winter invasion of Russia, and ultimately was charged with overseeing the coastal defense of France.

Rundstedt's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
V Weapons	1600	Large	N/A	750 Damage (Explosive), +750 Extra Damage vs. Buildings	Orders a V-1 Rocket strike to inflict devastation on the enemy at the targeted location.
Armored Resupply	300	Large	30 Seconds	Supplies tanks	Slowly heals all targeted friendly tanks.
Demoralization	800	Large	20 Seconds	-30% to Attack Speed, 3 Morale Lost	Instills the enemy with fear, lowering both their morale and attack.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Rundstedt provides another impressive arsenal of offensive special operations, but they come at relatively high prices. However, *Armored Resupply* provides a nice, cost-effective way to keep tank units in the field and on the attack. The supply process begins instantaneously, so your tanks won't have to wait for a plane to drop a crate as they do with the more cumbersome (and expensive) *Supply Drop* special operation.

JAPANESE GENERALS



VICE ADMIRAL MIKAWA

Gunichi Mikawa, a veteran of the first World War and a world traveler, rapidly rose in the Japanese Navy, occupying prestigious positions and critical commands. The victor of the Battle of Savo Island, Mikawa inflicted one of the worst defeats on the United States in American naval history, with only a fleet of aging cruisers. He proved himself a master of surprise and strategy.

Mikawa's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Banzai Charge	1000	Large	60 Seconds	+50% to Attack Speed, +50% to Health, Immune to Fear enchantments	Frenzies targeted regiments, increasing their attack power and health.
Lend Lease	400	N/A	5 Seconds	Summons Lend Lease, +1000 Income for 5 Seconds	An aircraft drops a temporary economic relief.
Rapid Deployment	300	N/A	N/A	Provides permanent increase to regiments' resupply rate	Increases the resupply rate of all infantry units.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Although costly, Mikawa's *Banzai Charge* gives infantry an impressive offensive and defensive boost, giving them the opportunity to overrun enemy defensive positions. It can also be very effective when defending, allowing a few infantry regiments to turn back superior forces. More infantry support can be provided with the *Rapid Deployment* special operation.



ADMIRAL YAMAMOTO

Isoroku Yamamoto began his naval career as an ensign amid the Russo-Japanese War, serving at the unprecedented devastation of the Russian fleet at Tshushima. A visionary of naval warfare, it was Admiral Yamamoto who spearheaded Japan's development of an aircraft carrier complement. Despite his opposition to war with America, Yamamoto oversaw the Japanese fleet in the early years of WWII.

Yamamoto's Special Operations

Special Operation	Cost	Area Effect	Duration	Attributes	Description
Kamikaze	1600	Large	N/A	500 Damage (Armor Piercing), +1000 Flame Damage vs. Buildings	Requests a Japanese Zero to inflict massive damage on the enemy.
Demoralization	800	Large	20 Seconds	-30% to Attack Speed, 3 Morale Lost	Instills the enemy with fear, lowering both their morale and attack.
Radar Scan	400	N/A	10 Seconds	No Fog on Minimap	Reveals the enemy's location on the Minimap for a brief period.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Yamamoto offers a nice balance of offensive and intelligence-gathering special operations. Use *Radar Scan* to locate enemy installations, then strike them with *Kamikaze* attacks. Like most attack special operations, the *Kamikaze* strike isn't powerful enough to demolish corps HQs and division HQs, but it is devastating to ammo depots, oil depots, and airfields.



GENERAL KURIBAYASHI

Tadamichi Kuribayashi was a samurai and veteran of thirty years when he was assigned to defend Iwo Jima. Known for his honor and resolute pride, General Kuribayashi demanded that he and his men always face death, never even considering surrender.

Kuribayashi's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Banzai Charge	1000	Large	60 Seconds	+50% to Attack Speed, +50% to Health, Immune to Fear enchantments	Frenzies targeted regiments, increasing their attack power and health.
Mechanized Resupply	300	Large	30 Seconds	Resupplies halftracks	Slowly heals all targeted friendly halftracks.
Espionage	400	N/A	N/A	Describe Economy, Steal Resources: 50 Money	Targets an enemy building to reveal the enemy's current economic status and steal money.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Like Vice Admiral Mikawa, Kuribayashi also has access to the powerful *Banzai Charge* special operation. But *Mechanized Resupply* gives him a bit more offensive flexibility, allowing him to wage prolonged engagements against enemy positions with halftracks. Try conducting halftrack raids against your opponent's base, attacking ammo and oil depots. Then use *Espionage* to view your progress.



ADMIRAL NAGUMO

Chuichi Nagumo, an early supporter of air-sea integration, oversaw Japanese bombing attacks in Australia, Ceylon, and India. Ultimately seen as responsible for the Japanese defeat at Midway, Nagumo was demoted and died with the fall of Saipan.

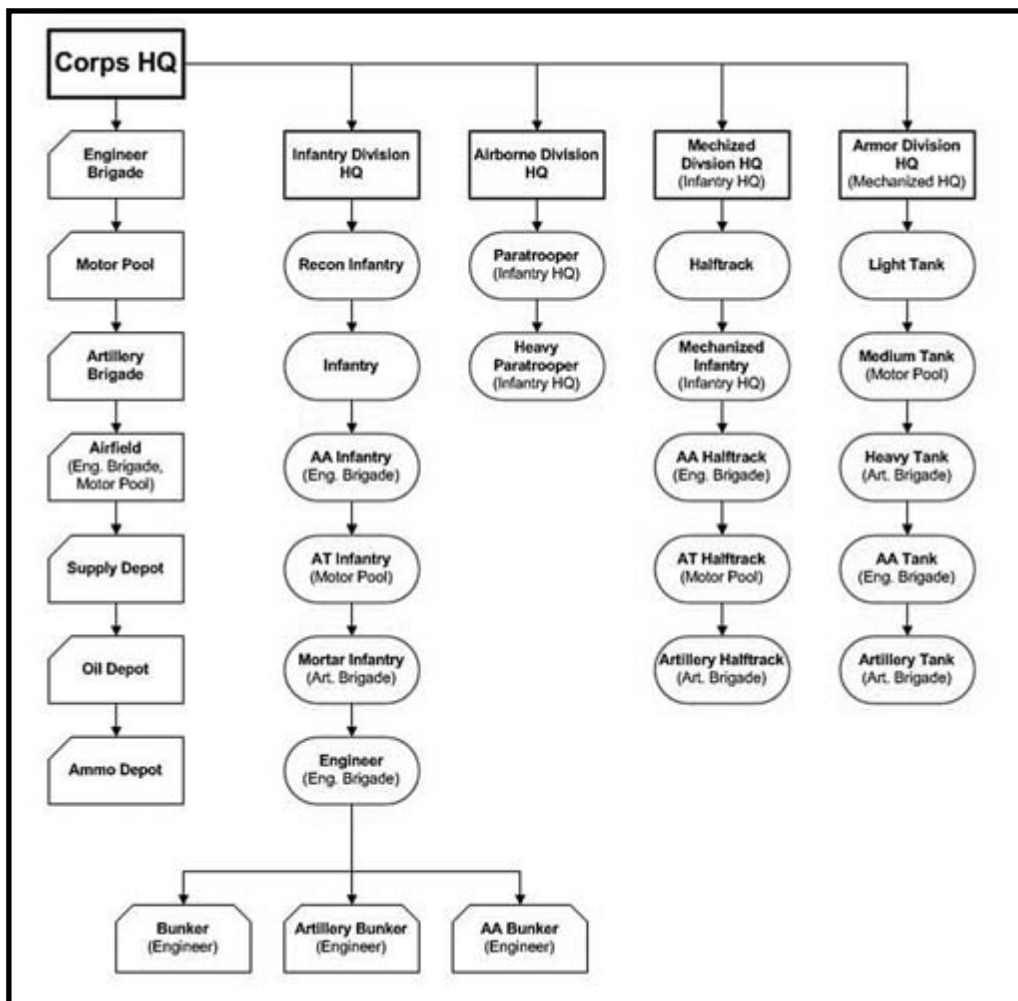
Nagumo's Special Operations					
Special Operation	Cost	Area Effect	Duration	Attributes	Description
Kamikaze	1600	Large	N/A	500 Damage (Armor Piercing), +1000 Flame Damage vs. Buildings	Requests a Japanese Zero to inflict massive damage on the enemy.
Industrial Sabotage	500	N/A	N/A	2500 Explosive Damage	Targeted enemy depot is destroyed through sabotage.
Code Breaker	200	N/A	15 Seconds	Summons Code Breaker Tower the target location for a brief period.	The fog of war is removed from the target location for a brief period.
Corps Reorganization	1000	N/A	N/A	Summons a new Corps HQ Truck	Deploys a new corps HQ to provide supply and resources.

NOTES: Nagumo is a good pick for waging war against your opponent's economy, thanks in large part to the *Industrial Sabotage* special operation. Use this to strike your opponent's ammo and oil depots. Or locate a key supply depot with *Code Breaker*, then strike it with *Industrial Sabotage* to cut off your opponent's supplies. To make a larger impact, seek out large clusters of ammo and oil depots and hit them with a *Kamikaze* strike.

STRUCTURES, REGIMENTS, AND TECHNOLOGY

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Axis & Allies offers more than 150 distinct units and structures, each with unique stats. In this chapter, we take an in-depth look at each unit and structure, providing gameplay tips on where and when each is best deployed. Knowing the strengths and weaknesses of your own forces is just as important as knowing those of your enemies. So read up and study the differences between the various units, regiments, and structures to gain an advantage over your opponent.



Corps HQ



Prerequisites: Battleship or *Corps Reorganization* Special Operation

Resistances: +25% Armor Piercing

Corps HQ Stats

	United States	Great Britain	Russia	Germany	Japan
Cost	400	—	—	400	400
Income	+25	+25	+25	+25	+25
Ammo Upkeep	+20	+20	+20	+20	+20
Oil Upkeep	+10	+10	+10	+10	+10
Health	2500	2500	2500	2500	2500
Defense Value	5	5	5	5	5
Weapon	Browning M1919 Machine Gun	Vickers Mk1 Machine Gun	SG43 Machine Gun	Maschinengewehr 42	Type 96 Machine Gun
Attack Value	20	20	18	22	20
Type	G	G	G	G	G
Rate	2	2	2	2	2
Area	2	2	2	2	2

Damage Type

In these stat tables, the type of damage dealt by each weapon is listed in the column titled *Type* and is abbreviated as follows:

G = Gunfire

AP = Armor Piercing

EX = Explosive

FL = Flame

Researchable Technologies

Technology	Cost	Availability	Affects	Description
Advanced Armored Training	100	Germany	Tanks	+3 to Current Morale
Advanced Infantry Training	50	U.S., Russia, Germany	Infantry	+1 to Current Morale
Conscription	100	Russia	Infantry Division HQ	-20% to Recruit Cost
Foraging	100	Great Britain, Japan	Infantry	+15% to Resupply Rate
Garand Semi-Automatic Rifle	50	U.S.	American Rifle Armament	+20% to Attack Speed
Improved Logistics	50	U.S., Great Britain, Germany, Japan	All Units/Structures	+5 to Detection Range, +5 to Supply Range
Improved Machine Guns	75	U.S., Great Britain, Germany	All Machine Guns	+4 to Attack Value
Marksmanship Training	50	Russia, Germany	Infantry	+2 to Attack Value
Military Gear Up	100	Great Britain, Russia, Japan	All HQs	+5 to Income
Sniper Rifles	75	Russia, Japan	Infantry Division HQ	Grants access to Sniper Infantry on the Infantry Division HQs.
Special Forces	75	U.S., Great Britain, Japan Defense	Recon Infantry	+1 to Attack Value, +1 to Value, +10% Health

STRUCTURES, REGIMENTS, AND TECHNOLOGY

The corps HQ is your army's most vital structure, responsible for producing all other buildings and HQs. If destroyed, your ability to expand your forces is completely disabled until you can deploy a new corps HQ. So always protect your corps HQ with everything you have, especially when moving it in truck mode. On the flip-side, do everything possible to destroy your opponents' corps HQ. Eliminating the corps HQ also destroys an army's primary source of supply, requiring all vital depots and HQs to relocate within another friendly supply zone – if there is one.

Infantry Division HQ



Prerequisites: Corps HQ
Resistances: +25% Armor
Piercing

Infantry Division HQ Stats

	United States	Great Britain	Russia	Germany	Japan
Cost	250	225	250	250	250
Income	+25	+25	+25	+25	+25
Ammo Upkeep	+15	+15	+15	+15	+15
Oil Upkeep	+5	+5	+5	+5	+5
Health	2000	2000	2000	2000	2000
Defense Value	5	5	5	5	5
Weapon	Browning M1919 Machine Gun	Vickers Mk1 Machine Gun	SG43 Machine Gun	Maschinengewehr 42	Type 96 Machine Gun
Attack Value	20	20	18	22	20
Type	G	G	G	G	G
Rate	2	2	2	2	2
Area	2	2	2	2	2

The infantry division HQ should be one of the very first structures you build at the start of any battle. Not just because it's required to build other division HQs, but because it provides the most cost-effective regiments available in the game. It's also one of the cheapest ways to boost your income. So even if you don't need more infantry regiments, consider building a second or third infantry division HQ to get that extra +25 per minute.



PRIMA Official Game Guide

INFANTRY REGIMENT



Cost: 50

Ammo Upkeep: -10

Oil Upkeep: 0

Prerequisites: Infantry Division HQ

Resistances: +25% Armor Piercing,

+25% Explosive

Availability: All

Regiment Composition

Unit Type	Count
Infantry Officer	1
Infantry	6
Machine Gun Infantry	2

Infantry Officers

	United States	Great Britain	Russia	Germany	Japan
Health	200	200	200	200	200
Defense Value	1	1	1	1	1
Speed	3	3	3	3	3
Morale	5	5	5	5	6
Weapon 1	Thompson Sub Machine Gun	Sten Sub Machine Gun	PPSh 41 Sub Machine Gun	Schmeisser MP-40	Type 100 Sub Machine Gun
Attack Value	12	10	10	10	10
Type	G	G	G	G	G
Delay	2	2	2	2	2
Range	12	12	12	10	12
Area	—	—	—	—	—
Weapon 2	Grenade	Grenade	Grenade	Grenade	Grenade
Attack Value	20	20	20	20	20
Type	EX	EX	EX	EX	EX
Delay	15	15	15	15	15
Range	9	9	9	9	9
Area	2	2	2	2	2
Unit Bonuses	—	—	—	—	—

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Infantry Units					
	United States	Great Britain	Russia	Germany	Japan
Health	200	200	200	200	200
Defense Value	1	1	1	1	1
Speed	2.5	2.5	2.5	2.5	2.5
Morale	5	5	5	5	6
Weapon 1	M1 Garand Rifle	Enfield Mk1	Mosin-Nagant Model	19/30 Rifle	Mausers 98K Type 99 Rifle
Attack Value	12	10	10	10	10
Type	G	G	G	G	G
Delay	3	3	3	3	3
Range	12	12	12	12	12
Area	–	–	–	–	–
Weapon 2	Grenade	Grenade	Grenade	Grenade	Grenade
Attack Value	20	20	20	20	20
Type	EX	EX	EX	EX	EX
Delay	15	15	15	15	15
Range	9	9	9	9	9
Area	2	2	2	2	2
Unit Bonuses	–	–	–	–	–

Machine Gun Infantry Units					
	United States	Great Britain	Russia	Germany	Japan
Health	150	150	150	150	150
Defense Value	1	1	1	1	1
Speed	2.5	2.5	2.5	2.5	2.5
Morale	5	5	5	5	6
Weapon	Browning M1919 Machine Gun	Vickers Mk1 Machine Gun	Degtyrev Machine Gun	Maschinengewehr 42	Type 92 Machine Gun
Attack Value	12	15	12	14	12
Type	G	G	G	G	G
Delay	2	2	2	2	2
Range	12	12	12	12	12
Area	1.5	1.5	1.5	1.5	1.5

The infantry regiment offers an impressive array of firepower at a bargain price. They may not be the best units for fast and hard-hitting attacks, but they're extremely hardy in defensive situations. Place them around your corps HQ and other structures during the early moments of a battle and allow them to entrench themselves. Like all infantry-based regiments, they fare extremely well in terrain like cities, forests, and jungles. Use these terrain modifiers in conjunction with entrenchment to boost each unit's defense value and resistances. An entrenched infantry regiment in such terrain is capable of turning back attacks of





PRIMA Official Game Guide

superior firepower and numbers. This is enhanced even more as the regiment gains new ranks. So never take an entrenched infantry regiment lightly – study their terrain and rank before devising an attack plan. Infantry-based regiments can be given various advantages through new technologies like *Improved Machine Gun*, *Marksmanship Training*, and *Entrenchment*. Consider spending a little extra on research to optimize your infantry units.

RECON INFANTRY REGIMENT



Cost: 25

Ammo Upkeep: -5

Oil Upkeep: 0

Prerequisites: Infantry

Division HQ

Resistances: +25% Armor

Piercing, +25% Explosive

Availability: All

Regiment Composition

Unit Type	Count
-----------	-------

Infantry Officer	1
------------------	---

Infantry	4
----------	---

As the weakest regiment in the game, recon infantry aren't meant for combat, so never use them in attacking roles. For this reason, always move them in a column formation. This way, they won't attack enemies when they encounter them, but they will defend themselves if attacked. Despite their weak offensive capability, recon regiments have a large detection range, making them perfect for exploring the map and locating your opponent's structures. Research *Special Forces* at the corps HQ to slightly boost attack/defense values, as well as their health.

ANTI-TANK INFANTRY REGIMENT



Cost: 70

Ammo Upkeep: -15

Oil Upkeep: 0

Prerequisites: Infantry

Division HQ, Motor Pool

Resistances: +25% Armor

Piercing, +25% Explosive

Availability: All

Regiment Composition

Unit Type	Count
-----------	-------

Infantry Officer	1
------------------	---

Infantry	4-5
----------	-----

Machine Gun Infantry	1-2
----------------------	-----

Anti-Tank Infantry	2
--------------------	---



STRUCTURES, REGIMENTS, AND TECHNOLOGY

Anti-Tank Infantry Units					
	United States	Great Britain	Russia	Germany	Japan
Health	150	150	150	150	150
Defense Value	1	1	1	1	1
Speed	2.5	2.5	2.5	2.5	2.5
Morale	5	5	5	5	6
Weapon	Bazooka	PIAT	PTRD 14.5 M1941	Panzerschreck	Type 97 20mm Anti-Tank Rifle
Attack Value	50	45	45	40	45
Type	AP	AP	AP	AP	AP
Delay	7	6	6	5	6
Range	12	12	12	12	12
Area	–	–	–	–	–
Unit Bonuses	Short Paralyze	Short Paralyze	Short Paralyze	Short Paralyze	Short Paralyze

The anti-tank infantry regiment closely resembles a standard infantry regiment, but has sacrificed a couple of infantry and/or a machine gun infantry units to make room for two anti-tank infantry units. These units are armed with rocket-based weapons like the American Bazooka or anti-tank rifles like the Russian PTRD 14.5 M1941. Unlike other weapons in the regiment, these have armor piercing (AP) capability, making them useful against halftracks and tanks. While entrenched, an anti-tank infantry regiment can hold their own against most mechanized regiments. Armor regiments pose a bigger threat and should only be engaged when entrenchment and the protection of a terrain modifier comes into play. These regiments are particularly effective in cities, capable of routing or destroying most vehicular attacks. They also make a nice addition when grouped with tank or halftrack regiments, providing some extra offensive punch. Enhance anti-tank weapon attack values by researching *Improved Light AT Weapons* and *Panzerfaust*.

ARTILLERY INFANTRY REGIMENT



Cost: 65
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Infantry
 Division HQ, Artillery Brigade
Resistances: +25% Armor
 Piercing, +25% Explosive
Availability: All

Regiment Composition	
Unit Type	Count
Infantry Officer	1
Infantry	5
Machine Gun Infantry	1
Mortar Infantry	2





PRIMA Official Game Guide

Mortar Infantry Units					
	United States	Great Britain	Russia	Germany	Japan
Health	150	150	150	150	150
Defense Value	1	1	1	1	1
Speed	2	2	2	2	2
Morale	5	5	5	5	6
Weapon	81mm Mortar	81mm Mortar	81mm Mortar	81mm Mortar	81mm Mortar
Attack Value	30	30	30	30	35
Type	EX	EX	EX	EX	EX
Delay	9	9	9	9	9
Range	30	30	30	30	30
Area	3	3	3	3	3
Unit Bonuses	0.75 Morale Damage	0.75 Morale Damage	0.75 Morale Damage	0.75 Morale Damage	0.75 Morale Damage

Artillery infantry regiments are similar to their anti-tank counterparts, but feature two mortar infantry units in their support group slots. Mortars have exceptionally long range, making them great stand-off weapons when attacking bunkers or other defensive positions. The morale damage caused by each incoming mortar round also has a favorable impact, often making targeted infantry regiments rout, even if they've sustained minimal damage. Maximize attack values by researching Improved Mortars at your artillery brigade.

ENGINEER REGIMENT



Cost: 75

Ammo Upkeep: -5

Oil Upkeep: -5

Prerequisites: Infantry

Division HQ, Engineer Brigade

Resistances: +25% Armor

Piercing, +25% Explosive

Availability: All

Regiment Composition

Unit Type	Count
Infantry Officer	1
Engineer	6

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Engineer Units					
	United States	Great Britain	Russia	Germany	Japan
Health	200	200	200	200	200
Defense Value	1	1	1	1	1
Speed	3	3	3	3	3
Morale	5	5	5	5	6
Weapon	M1 Garand Rifle	Enfield Mk1	Mosin-Nagant Model 19/30 Rifle	Mausers 98K	Type 99 Rifle
Attack Value	10	10	10	10	10
Type	G	G	G	G	G
Delay	3	3	3	3	3
Range	10	10	10	10	10
Area	–	–	–	–	–
Unit Bonuses	Rapid Entrenchment	Rapid Entrenchment	Rapid Entrenchment	Rapid Entrenchment	Rapid Entrenchment

Shortly after building an infantry division HQ, always build an engineer brigade so you can begin recruiting engineers. Start by recruiting one regiment, then recruit more as needed. Engineers are needed to construct bunkers and conduct repairs on damaged structures, making them invaluable to any base's defensive strategy. Always keep a regiment near your corps HQ and division HQs to repair damage caused by air strikes or artillery attacks. Keeping your structures at 100% health should be the first priority of your engineers. Sometimes this requires building bunkers around your HQs, but don't get carried away – each bunker created drains valuable ammo resources. If bunkers are no longer needed, sell them. Each engineer regiment's repair ability is increased by researching Construction Battalions at the engineer brigade, a technology available to all nations.

Bunker



Prerequisites: Engineer Regiment

Resistances: +25% Gunfire, +50% Armor Piercing

Bunker Stats

	United States	Great Britain	Russia	Germany	Japan
Cost	25	25	25	25	25
Income	–	–	–	–	–
Ammo Upkeep	-3	-3	-3	-3	-3
Oil Upkeep	–	–	–	–	–
Health	1250	1250	1250	1250	1250
Defense Value	10	10	10	10	10
Attack Value	20	20	18	22	20
Type	G	G	G	G	G
Rate	2	2	2	2	2
Area	–	–	–	–	–

These small concrete-reinforced pill boxes are extremely hardy, capable of withstanding even the heaviest attacks and bombardments. But their offensive power leaves much to be desired because they sport only a single machine gun. This makes them most effective against infantry attacks. Still, constructing bunkers is a great way to bog down all enemy advances, allowing you to move more capable offensive units into place before the enemy reaches your more vital structures. Position bunkers around your base and at choke points like bridges and river fords. If available to your nation, research Improved Fortifications to make all of your bunkers even more impervious to tank, artillery, and air attacks.

TIP

When placing a bunker, click and hold the left mouse button down, then move the mouse to orient the bunker's facing before releasing the button. This is particularly important for bunkers and artillery bunkers. Although artillery bunkers can rotate 360 degrees, they do so very slowly. Facing the correct direction is even more important for bunkers, as they possess a limited forward-firing arc, making them prone to flanking maneuvers.



STRUCTURES, REGIMENTS, AND TECHNOLOGY

Anti-Aircraft Bunker



Prerequisites: Engineer Regiment

Resistances: +25% Gunfire, +50% Armor Piercing

Anti-Aircraft Bunker Stats					
	United States	Great Britain	Russia	Germany	Japan
Cost	30	30	30	30	30
Income	-	-	-	-	-
Ammo Upkeep	-5	-5	-5	-5	-5
Oil Upkeep	-	-	-	-	-
Health	1000	1000	1000	1000	1000
Defense Value	5	5	5	5	5
Attack Value	40	40	40	40	40
Type	G	G	G	G	G
Rate	2	2	2	2	2
Area	2	2	2	2	2

These defensive positions fill the skies with thick clouds of black flak whenever enemy aircraft are within range. This makes anti-aircraft bunkers a vital and cost-effective way to protect your base from air strikes. Position them around your corps HQ and division HQs. But don't neglect your ammo and oil depots. These structures are much weaker and thus more vulnerable to air attacks. If enemy air raids persist, study the flight path of incoming bombers and build a line of AA bunkers directly along this path. Air strikes coming from the same enemy airfield always follow the same flight path, allowing you to better intercept incoming bombers and fighters. Enemy fighter escorts always strafe your AA bunkers, so make sure your engineers are nearby to conduct repairs after an air raid.

Artillery Bunker



Prerequisites: Engineer Regiment

Resistances: +25% Gunfire, +50% Armor Piercing



PRIMA Official Game Guide

Artillery Bunker Stats

	United States	Great Britain	Russia	Germany	Japan
Cost	40	40	40	40	40
Income	–	–	–	–	–
Ammo Upkeep	-7	-7	-7	-7	-7
Oil Upkeep	–	–	–	–	–
Health	1000	1000	1000	1000	1000
Defense Value	5	5	5	5	5
Attack Value	60	50	50	55	50
Type	EX	EX	EX	EX	EX
Rate	9	9	9	9	9
Area	4	4	4	4	4

When tanks are unavailable or simply too expensive, artillery bunkers are the next best way to defend your base and other critical map regions from enemy armor. Since they fire so slowly, consider building clusters of three or four artillery bunkers. But remember that each artillery bunker eats up ammo resources. When constructing a defensive line, always build bunkers just in front of your artillery bunkers. This way, enemies will attack the more hardy concrete bunkers first, allowing your artillery bunkers to retaliate without receiving return fire.

UNIQUE INFANTRY REGIMENTS

Assault Infantry Regiment



Cost: 60
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Infantry Division
 HQ, Artillery Brigade, M7 Rifle
 Grenades (Tech)
Resistances: +25% Armor
 Piercing, +25% Explosive
Availability: United States

Regiment Composition


Unit Type	Count
Infantry Officer	1
Assault Infantry	6
Machine Gun Infantry	2

Assault Infantry Stats

Health	225	Weapon 2	Grenade
Defense Value	2	Attack Value	20
Speed	3	Type	EX
Morale	5	Delay	15
Weapon 1	M1 Garand Rifle	Range	9
Attack Value	12	Area	2
Type	G	Unit Bonuses	Rifle Grenade Attack (30EX)
Delay	3		
Range	12		
Area	–		

Note: When playing as the Americans, you can access assault infantry by researching *M7 Rifle Grenades* at the artillery brigade. Assault infantry units have a bit more health than standard infantry, plus they're equipped with rifle grenades, adding to their explosive arsenal. This gives them a distinct advantage over most infantry regiments in the game, making the rifle grenades a worthwhile upgrade.


Flamethrower Infantry Regiment

	Cost: 75 Ammo Upkeep: -10 Oil Upkeep: -5 Prerequisites: Infantry Division HQ, Motor Pool, Flamethrower Infantry (Tech) Resistances: +25% Armor Piercing, +25% Explosive Availability: United States	Regiment Composition	
		Unit Type	Count
		Infantry Officer	1
		Infantry	4
		Machine Gun Infantry	2
		Flamethrower Infantry	2

Flamethrower Infantry Stats			
Health	150	Attack Value	40
Defense Value	1	Type	FL
Speed	2.5	Delay	6
Morale	5	Range	6
Weapon	Flamethrower M2-2	Area	—

Flamethrower infantry are also unique to the Americans. These units incinerate their targets with close-range flame attacks. Like mortars, flamethrowers reduce a targeted regiment's morale, causing them to rout much faster. Unfortunately, flamethrower infantry lack the range of their regimental counterparts, requiring them to stand ahead of the front line troops. This makes them vulnerable to attacks. For best results, use these regiments in defensive roles when the flamethrower infantry units can benefit from the entrenchment defensive bonus and resistances.

Anti-Aircraft Infantry Regiment

	Cost: 60 Ammo Upkeep: -10 Oil Upkeep: -5 Prerequisites: Infantry Division HQ, Engineer Brigade Resistances: +25% Armor Piercing, +25% Explosive Availability: Great Britain	Regiment Composition	
		Unit Type	Count
		Infantry Officer	1
		Infantry	5
		Machine Gun Infantry	1
		M16 MGMC	2



PRIMA Official Game Guide

Even if the British are lacking a mechanized division, they do produce a couple of anti-aircraft halftracks to accompany this otherwise standard infantry regiment. It's unlikely this regiment will be directly attacked by aircraft, so use it to help protect your base's structures. Although costly, this regiment provides both ground and air defenses, making it a good substitute for building bunkers. Its mobility is also a major advantage, allowing you to easily fine-tune your air defense coverage. It's also useful for accompanying other regiments on attacks, especially against enemy airfields.

Heavy Infantry Regiment

Cost: 80
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Infantry Division HQ, Motor Pool, Artillery Brigade
Resistances: +25% Armor Piercing, +25% Explosive
Availability: Great Britain

Regiment Composition

Unit Type	Count
Infantry Officer	1
Infantry	3
Machine Gun Infantry	3
Anti-Tank Infantry	1
Mortar Infantry	1

Heavy infantry regiments are a sampler platter of firepower with three machine guns, a mortar, and an anti-tank weapon in its support group slots. The regiment is equally effective in offensive and defensive roles, easily routing most enemy infantry regiments. The added offensive versatility makes the regiment a serious threat to mechanized regiments too. Group two or three of these regiments together and conduct raids on enemy positions.

Conscript Regiment

Cost: 35
Ammo Upkeep: -5
Oil Upkeep: 0
Prerequisites: Infantry Division HQ
Resistances: +25% Armor Piercing, +25% Explosive
Availability: Russia

Regiment Composition

Unit Type	Count
Infantry Officer	1
Conscript	8



STRUCTURES, REGIMENTS, AND TECHNOLOGY

Conscript Stats			
Health	150	Weapon 2	Molotov Cocktail
Defense Value	0	Attack Value	10
Speed	3	Type	FL
Morale	5	Delay	20
Weapon 1	Mosin-Nagant Model 19/30 Rifle	Range	9
Attack Value	8	Area	2
Type	G		
Delay	3		
Range	10		
Area	—		

Their cheap recruit and upkeep costs make it possible for the Russians to fill their ranks with tons of conscripts. Although they lack machine gun infantry units, the conscripts carry Molotov cocktails, inflicting flame damage on their targets. Since no units have flame resistance, Molotov cocktails are actually more effective than grenades. But note that the conscripts are less effective when firing their rifles, even though they're armed with the same weapon as standard Soviet infantry. Make up for this deficiency through mass recruitment. Assemble two or three conscript groups (with four or five regiments in each) and conduct massive attack waves on enemy positions. Conscripts are basically cannon fodder so don't be afraid to use them as such.

Sniper Infantry Regiment

	Cost: 75 Ammo Upkeep: -10 Oil Upkeep: 0 Prerequisites: Infantry Division Resistances: +25% Armor Piercing, +25% Explosive Availability: Russia	
	Regiment Composition	
	Unit Type	Count
	Infantry Officer	1
	Infantry	3
	Sniper	1


Russian Sniper Stats			
Health	150	Weapon 2	Grenade
Defense Value	1	Attack Value	20
Speed	2.5	Type	EX
Morale	5	Delay	15
Weapon 1	M-91/30 Mosin	Range	9
Attack Value	10	Area	2
Type	G	Unit Bonuses	+G 250 vs. Infantry
Delay	10		
Range	20		
Area	—		



PRIMA Official Game Guide

Although this regiment deploys with only one sniper, the damage this single unit deals more than makes up for the lack of manpower. The sniper is capable of killing any other infantry regiment on the battlefield with one shot. But the delay between attacks is enormously long, requiring the front line infantry to stave off attacks while the sniper lines up targets in his crosshairs. For this reason, the sniper regiment is most effective when accompanying another infantry or conscript regiment. Let the other regiment absorb attacks at close range while the sniper picks off targets from a distance. But the regiment is only effective against other infantry regiments. It won't stand a chance when matched against mechanized or armor regiments.

Goliath Infantry Regiment

	Cost: 75 Ammo Upkeep: -15 Oil Upkeep: -5 Prerequisites: Infantry Division HQ, Motor Pool, Goliath Remote Bombs (Tech) Resistances: +25% Armor Piercing, +25% Explosive Availability: Germany	Regiment Composition	
		Unit Type	Count
		Infantry Officer	1
		Infantry	4
		Machine Gun Infantry	2
		Goliath B1	2

Goliath B1 Stats

Health	100	Type	AP
Defense Value	5	Delay	50
Speed	3.5	Range	0.5
Morale	5	Area	2
Weapon	Goliath B1	Unit Bonuses	+EX 250 vs. Building
Attack Value	250		

The Goliath B1 is a remotely controlled bomb that is driven near tanks or halftracks before being detonated. One bomb can demolish most halftracks and seriously damage all tanks. Unfortunately, the regiment only comes equipped with two of these peculiar bombs. Still, it just might be enough to make a mechanized regiment retreat. If not, disengage, then retreat back to supply lines to attain two more bombs before returning to combat. This regiment's reliance on constant supply makes it best for defensive situations, within a base or city's supply zone.

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Banzai Infantry Regiment



Cost: 75
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Infantry Division
 HQ, Artillery Brigade, Banzai
 Infantry (Tech)
Resistances: +25% Armor
 Piercing, +25% Explosive
Availability: Japan

Regiment Composition

Unit Type	Count
Infantry Officer	1
Infantry	4
Banzai Infantry	4

Banzai Infantry Stats

Health	175
Defense Value	1
Speed	3
Morale	8
Weapon 1	Type 99 Rifle
Attack Value	10
Type	G
Delay	3
Range	12
Area	2

Weapon 2	Explosive Charge
Attack Value	200
Type	AP
Delay	1
Range	50
Area	1

Banzai infantry are like a low-tech version of the Goliath B1. These troops enter combat with explosives strapped to their bodies and rush at high-value targets before detonating the bomb and themselves. These suicide attacks are extremely effective against halftracks and tanks. Once the banzai infantry detonate themselves, the regiment must resupply to attain more. Like the Goliath infantry, attack and then retreat to resupply before attacking again. Two or three grouped banzai infantry regiments will have no problem destroying or routing any tank regiment.

TIP

The success of banzai attacks largely depends on the speed of the unit and attack proficiency of the target. If the banzai infantry unit is killed before reaching the target, the explosive charge doesn't inflict any damage. Be careful not to deploy banzai infantry regiments in terrain where their speed is greatly hindered — the quicker they can move, the more likely they are to survive long enough to reach their target and detonate their explosive charge.





PRIMA Official Game Guide

Commando Infantry Regiment



Cost: 35
Ammo Upkeep: -5
Oil Upkeep: 0
Prerequisites: Infantry Division
 HQ, Sniper Rifles (Tech)
Resistances: +25% Armor
 Piercing, +25% Explosive
Availability: Japan

Regiment Composition

Unit Type	Count
Infantry Officer	1
Infantry	3
Sniper	1

Japanese Sniper Stats

Health	150	Weapon 2	Grenade
Defense Value	1	Attack Value	20
Speed	2.5	Type	EX
Morale	6	Delay	15
Weapon 1	Arisaka Type 38	Range	9
Attack Value	10	Area	2
Type	G	Unit Bonuses	+G 250 vs. Infantry
Delay	10		
Range	18		
Area	—		

The Japanese commando infantry regiment is just like the Russian sniper infantry regiment. It consists of a few infantry units and one sniper. Like the Russian regiment, use this one in a supporting role, grouping it with other infantry regiments. This allows the sniper to inflict maximum damage without worrying about retaliation.






Airborne Division HQ



Prerequisites: Corps HQ
Resistances: +25% Armor Piercing

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Airborne Division HQ Stats					
	United States	Great Britain	Russia	Germany	Japan
Cost	300	270	300	300	300
Income	+25	+25	+25	+25	+25
Ammo Upkeep	+20	+20	+20	+20	+20
Oil Upkeep	+10	+10	+10	+10	+10
Health	2000	2000	2000	2000	2000
Defense Value	5	5	5	5	5
Weapon	Browning M1919 Machine Gun	Vickers Mk1 Machine Gun	SG43 Machine Gun	Maschinengewehr 42	Type 96 Machine Gun
Attack Value	20	20	18	22	20
Type	G	G	G	G	G
Rate	2	2	2	2	2
Area	2	2	2	2	2

Transport Aircraft					
	United States	Great Britain	Russia	Germany	Japan
Unit Name	C-47 Skytrain	C-47 Skytrain	Tupolev SB-2	Junker JU-52	Nakajima Renzan
Image					
Health	500	500	500	500	500
Defense Value	0	0	0	0	0
Speed	7	7	7	7	7
Morale	—	—	—	—	—

The airborne division HQ is required before deploying airborne regiments onto the battlefield. This is where the regiments are recruited, then they are deployed by a transport plane to the area designated on the map at the time of recruitment. This method of deployment is rather risky. During ingress, the transport aircraft is susceptible to anti-aircraft and fighter attacks. If the plane is shot down before it reaches the drop zone, it crashes, killing everyone on board, including your paratroopers. If this happens, the regiment's recruitment cost isn't refunded, but your ammo reserves will be restored to pre-recruitment levels. The second danger comes when (and if) your paratroopers reach the ground. Since they'll likely be dropped into a fogged-out area, enemy presence at the drop zone is usually unknown till the transport plane flies over the area. To ensure safe and successful airborne insertions, scout around the drop zone by conducting recon flights. Airborne regiments are far too expensive to toss around the map without some serious planning.



PRIMA Official Game Guide



Airborne regiments can only be supplied by airborne division HQs - you can't attach them to infantry division HQs! So if your airborne division HQ is destroyed or out of supply, your scattered airborne regiments will be too.

Airborne Infantry Regiment



Cost: 150
Ammo Upkeep: -10
Oil Upkeep: 0
Prerequisites: Airborne Division HQ
Resistances: +25% Armor
 Piercing, +25% Explosive
Availability: All

Regiment Composition

Unit Type	Count
Airborne Infantry Officer	1
Airborne Infantry	8

Airborne Officer/Infantry Stats

	United States	Great Britain	Russia	Germany	Japan
Health	250	250	250	250	250
Defense Value	2	2	2	2	2
Speed	3	2.5	3	3	3
Morale	7	7	7	7	8
Weapon 1	Thompson Sub Machine Gun	Sten Sub Machine Gun	PPSh 41 Sub Machine Gun	Schmeisser MP-40	Type 100 Sub Machine Gun
Attack Value	12	12	12	12	12
Type	G	G	G	G	G
Delay	2	2	2	2	2
Range	12	10	12	10	12
Area	-	-	-	-	-
Weapon 2	Grenade	Grenade	Grenade	Grenade	Grenade
Attack Value	25	25	25	25	25
Type	EX	EX	EX	EX	EX
Delay	15	15	15	15	15
Range	9	9	9	9	9
Area	2	2	2	2	2

The differences between airborne infantry and standard infantry units is that the airborne variety has more health, a higher defense value, higher morale, a slightly faster attack speed, and more destructive grenades. This may make airborne regiments sound far superior, but their lack of machine gun infantry is extremely noticeable in just about every engagement. As a result, airborne infantry are best deployed to capture distant and undefended (or lightly

STRUCTURES, REGIMENTS, AND TECHNOLOGY

defended) cities. Unless deployed in massive numbers, they're not very suitable for significant offensive operations. Use them to capture key territory, then allow them to entrench themselves to defend it until more capable ground reinforcements arrive.

AIRBORNE HEAVY INFANTRY REGIMENT



Cost: 200
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Airborne
Division HQ, Artillery Brigade
Resistances: +25% Armor
Piercing, +25% Explosive
Availability: All

Regiment Composition	
Unit Type	Count
Airborne Infantry Officer	1
Airborne Infantry	5
Machine Gun Infantry	2
Mortar Infantry	1

These heavy airborne regiments directly address the lack of firepower found in the standard airborne regiments, supplementing them with two machine guns and a mortar. As expected, these additions give the regiment wider ranging offensive capability. Still, it's best to keep attacks small in scale, as these regiments are relatively expensive. Focus on destroying bunkers and securing bridges or river fords. If money isn't an issue and your opponent's air defenses are weak, try dropping a few of these regiments over your enemy's base and blow away ammo and oil depots.

UNIQUE AIRBORNE REGIMENTS

SAS Commandos



Cost: 200
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Airborne Division
HQ, Airfield, SAS Paratroopers
(Tech)
Resistances: +25% Armor
Piercing, +25% Explosive
Availability: Great Britain

Regiment Composition	
Unit Type	Count
SAS CO	1
SAS Commando	6
SAS Sniper	2



PRIMA Official Game Guide

SAS Stats

	SAS CO/Commando	SAS Sniper
Health	250	250
Defense Value	2	2
Speed	3	3
Morale	8	8
Weapon 1	Sten MkII(S)	Enfield #4 Mk1 (T)
Attack Value	14	10
Type	G	G
Delay	2	10
Range	12	20
Area	–	–
Weapon 2	Grenade	–
Attack Value	25	–
Type	EX	–
Delay	15	–
Range	9	–
Area	2	–
Unit Bonuses	–	+G 250 vs. Infantry

The more advanced Sten MkII(S) sub machine gun gives the SAS commandos a higher attack value than their airborne counterparts. They also benefit from slightly higher speed and morale, making them the most elite paratroopers in the game. The addition of two snipers also greatly enhances the regiment's offensive ability against infantry. Still, like any airborne regiment, SAS regiments should still be relegated to small-scale capture and hold operations. When possible, entrench them in cities, forests, or jungles to give them a defensive edge.

Airborne Banzai Infantry Regiment



Cost: 250
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Airborne
 Division HQ, Artillery Brigade,
 Banzai Infantry (Tech)
Resistances: +25% Armor
 Piercing, +25% Explosive
Availability: Japan

Regiment Composition

Unit Type	Count
Airborne Infantry Officer	1
Airborne Infantry	6
Airborne Banzai Infantry	2

Airborne Banzai Infantry Stats

Health	200	Weapon 2	Explosive Charge
Defense Value	1	Attack Value	200
Speed	3	Type	AP
Morale	8	Delay	1
Weapon 1	Type 100 Sub Machine Gun	Range	50
Attack Value	12	Area	1
Type	G		
Delay	2		
Range	12		
Area	–		

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Airborne banzai infantry are just like their ground-based counterparts, equipped with an explosive charge attached to their bodies. Because of the regiment's suicidal nature, consider using these regiments in fierce offensive attacks. Unlike the ground regiments, this regiment only possesses two banzai infantry units, reducing its attack significantly. But they can be dropped behind enemy lines, so you can wreck havoc against weak structures like ammo and oil depots.

Mechanized Division HQ



Prerequisites: Corps HQ, Infantry Division HQ

Resistances: +25% Armor Piercing

Mechanized Division HQ Stats

	United States	Great Britain	Russia	Germany	Japan
Cost	300	270	300	300	300
Income	+25	+25	+25	+25	+25
Ammo Upkeep	+15	+15	+15	+15	+15
Oil Upkeep	+10	+10	+10	+10	+10
Health	2000	2000	2000	2000	2000
Defense Value	5	5	5	5	5
Weapon	Browning M1919 Machine Gun	Vickers Mk1 Machine Gun	SG43 Machine Gun	Maschinengewehr 42	Type 96 Machine Gun
Attack Value	20	20	18	22	20
Type	G	G	G	G	G
Rate	2	2	2	2	2
Area	2	2	2	2	2

Some players may see the mechanized division HQ as a mere stepping stone before they can build an armor division HQ and start cranking out tanks. But to dismiss the mechanized regiments as weak or a waste of resources is a serious oversight. It's true that mechanized units are weaker than tanks in terms of armor and armament, but they're also the fastest ground units in the game. This makes them useful for racing across the map and capturing cities, or staging rush attacks against your opponent during the opening moments of a battle.



PRIMA Official Game Guide






HALFTRACK REGIMENT

Cost: 1100
Ammo Upkeep: 0
Oil Upkeep: -15
Prerequisites: Mechanized
Division HQ
Resistances: +25% Gunfire
Availability: All






Regiment Composition

Unit Type	Count
Armored Car	1
Halftrack	4

Mechanized Command Vehicles

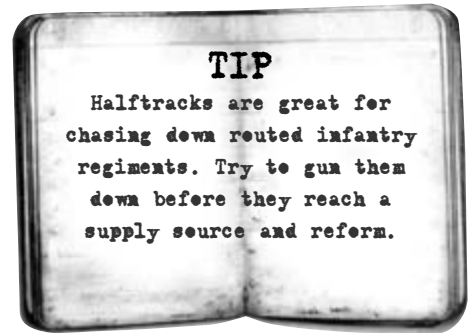
	United States	Great Britain	Russia	Germany	Japan
Unit Name	T17E1 Staghound	Humber Mk1	Wz.29	SdKfz 222	Type 91 AC
Image					
Health	250	250	250	250	250
Defense Value	4	2	2	2	2
Speed	4.5	4.5	4.5	4.5	4.5
Morale	15	15	15	15	15
Weapon	37mm Gun	15mm Gun	37mm Gun	20mm KWK 38 Cannon	37mm Type 94 Gun
Attack Value	12	12	12	12	12
Type	G	G	G	G	G
Delay	2	2	2	2	2
Range	14	14	14	14	14
Area	1.5	1.5	1.5	1.5	1.5

Halftrack Units

	United States	Great Britain	Russia	Germany	Japan
Unit Name	M3-A1	M3-A1	M3-A1	SPW-251	Type 1 Ho-Ki
Image					
Health	250	250	250	250	250
Defense Value	3	3	3	3	2
Speed	4.5	4.5	4.5	4.5	4.5
Morale	15	15	15	15	15
Weapon	Browning M1919 Machine Gun	Vickers Mk Machine Gun	SG43 Machine Gun	Maschinengewehr 42	Type 96 Machine Gun
Attack Value	14	14	12	14	14
Type	G	G	G	G	G
Delay	2	2	2	2	2
Range	14	14	14	14	14
Area	1.5	1.5	1.5	1.5	1.5

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Halftracks are fast, lightly armored vehicles, equipped with a single machine gun. When speed matters, build one of these regiments and use it against infantry and other halftrack regiments. But their lack of armament makes halftracks practically useless against tanks. The halftrack's machine gun rounds simply bounce off the tanks' thick armor. To increase their attack value, research *Improved Machine Guns*. This doesn't help out much against tanks, but it does have a significant impact when engaging lighter units.



ANTI-AIRCRAFT HALFTRACK REGIMENT

Cost: 125

Ammo Upkeep: -5

Oil Upkeep: -15

Prerequisites: Mechanized Division HQ,

Engineer Brigade

Resistances: +25% Gunfire

Availability: All

Regiment Composition	
Unit Type	Count
Armored Car	1
Halftrack	4

Anti-Aircraft Halftracks					
	United States	Great Britain	Russia	Germany	Japan
Unit Name	M16 MGMC	M16 MGMC	M16 MGMC	SPW250/9	Type 1 Ho-Ki AA
Image					
Health	200	200	200	200	200
Defense Value	3	3	3	3	2
Speed	4.5	4.5	4.5	4.5	4.5
Morale	10	10	10	10	10
Weapon	37mm M15	20mm Polsten Mk1	37mm M39 Gun	3.7cm Flak Cannon	75mm Flak Gun
Attack Value	30	30	30	30	30
Type	G	G	G	G	G
Delay	2	2	2	2	2
Range	20	20	20	20	20
Area	-	-	-	-	-



PRIMA Official Game Guide

Anti-aircraft halftrack regiments are by far the best way to defend your base and field regiments from air attack. Sporting four separate mobile AA guns, this regiment provides more anti-aircraft protection than any other single purchase you can make. If air raids are a threat, build a two or three of these regiments and park them around your corps HQ and other critical structures. Their mobility allows you to better fine-tune your air defensive positions. They can also accompany your regiments in the field, protecting them from enemy air attack. Use them to quickly deploy air defenses around newly captured cities or other key pieces of territory. With the exception of the command vehicle, the regiment is defenseless against ground attacks. If attacked, the anti-aircraft halftracks will just sit in one spot and keep taking hits till they explode or rout. Be prepared to move this regiment out of attack range, or surround it with other regiments capable of retaliation.

ANTI-TANK HALFTRACK REGIMENT

Cost: 150

Ammo Upkeep: -10

Oil Upkeep: -15

Prerequisites: Mechanized Division HQ,

Motor Pool

Mechanized Resistances: +25% Gunfire

Tank Destroyer Resistances: +75% Gunfire,

+25% Explosive

Availability: All

Regiment Composition

Unit Type Count

Armored Car	1
Halftrack	4
Tank Destroyer	2

Tank Destroyers

	United States	Great Britain	Russia	Germany	Japan
Unit Name	M18 Hellcat	Achilles	SU-85	Jagdpanther	Type 1 Ho-Ni
Image					
Health	400	400	440	400	375
Defense Value	7	7	8	7	6
Speed	3.5	3.5	3.5	3.5	3.5
Morale	10	10	10	10	10
Weapon	76mm Gun	75mm Gun	85mm Gun	88mm Gun	75mm Type 90 Gun
Attack Value	80	75	75	90	70
Type	AP	AP	AP	AP	AP
Delay	6	6	6	6	6
Range	22	22	22	22	22
Area	—	—	—	—	—
Unit Bonuses	Short Paralyze	Short Paralyze	Short Paralyze	Short Paralyze	Short Paralyze

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Armed with two tank destroyers in its support group, the anti-tank halftrack regiment is a great option when you can't afford an armor division HQ or a new regiment of tanks. Tank destroyers are essentially tanks with massive guns. Offensively, they rank somewhere between medium tanks and heavy tanks. During engagements, the halftracks usually draw enemy fire first, allowing the tank destroyers to open fire without receiving incoming fire. This is important in tank battles, giving the tank destroyers a slight head-start in the duel. But for best results, Use four tank destroyers to engage a full enemy tank regiment – that means grouping two anti-tank halftrack regiments. Use these regiments primarily in defensive situations, until you can afford to roll out some tanks.

ARTILLERY HALFTRACK REGIMENT

Cost: 150

Ammo Upkeep: -10

Oil Upkeep: -15

Prerequisites: Mechanized Division HQ,
Artillery Brigade






Mechanized Resistances: +25% Gunfire

Availability: All

Regiment Composition

Unit Type	Count
Armored Car	1
Halftrack	4
Artillery Halftrack	2

Artillery Halftracks

	United States	Great Britain	Russia	Germany	Japan
UnitName	M3 Howitzer	M3-A1 Artillery	M3-A1 Artillery	SPW-251 Artillery	Type 1 Ho-Ki Artillery
Image					
Health	200	200	200	200	200
Defense Value	3	3	3	3	2
Speed	4.5	4.5	4.5	4.5	4.5
Morale	15	15	15	15	15
Weapon	105mm Howitzer	Ordnance Q.F. 25 pdr	76.2mm Field Gun	105mm Leichte FeldHaubitze	75mm Type 38 Field Gun
Attack Value	50	40	40	40	40
Type	EX	EX	EX	EX	EX
Delay	9	9	9	9	9
Range	40	40	40	40	40
Area	3	3	3	3	3
Unit Bonuses	0.75 Morale Damage	0.75 Morale Damage	0.75 Morale Damage	0.75 Morale Damage	0.75 Morale Damage



PRIMA Official Game Guide

Although they lack the power of the self-propelled variations found in the artillery tank regiment, artillery halftracks still provide a cost-effective way to pound your enemy with explosive shells. Mounted on halftracks, these guns can also move much faster. Use the bombard option for stand-off attacks, allowing the artillery guns to engage targets at maximum range. This is great for taking out all forms of bunkers. Increase the artillery range by researching *Long Range Artillery*, allowing the regiment to bombard targets at even greater distances. *Improved Fire Control* also comes in handy, speeding up each artillery unit's attack speed.

MECHANIZED INFANTRY REGIMENT

Cost: 125

Ammo Upkeep: -10

Oil Upkeep: -10

Prerequisites: Mechanized Division HQ, Infantry Division HQ

Infantry Resistances: +25% Armor Piercing, +25% Explosive

Mechanized Resistances: +25% Gunfire

Availability: All

Regiment Composition

Unit Type	Count
Armored Car	1
Infantry	4
Machine Gun Infantry	1
Light Tank	1
Halftrack	2

This mix of infantry, mechanized, and tank units is surprisingly effective in both offensive and defensive roles. Each unit brings something unique to the regiment, making it capable of engaging a wide range of threats. The infantry units provide gunfire and explosive damage in the form of rifles/machine guns and grenades. More gunfire damage is inflicted by the mechanized units. Then there's the light tank, providing some much needed armor piercing capability. The downside is the regiment's speed. Regiments always move at the speed of their slowest unit, in this case the infantry. For this reason, use these regiments in defensive roles. They're great for defending bridges, river fords, and other choke points.

UNIQUE MECHANIZED REGIMENTS

Rocket Truck Regiment



Cost: 125

Ammo Upkeep: -15

Oil Upkeep: -10

Prerequisites: Mechanized Division HQ, Artillery Brigade, Rocket Truck (Tech)

Infantry Resistances: +25% Armor Piercing, +25% Explosive

Mechanized Resistances: +25% Gunfire

Armor Resistances: +75% Gunfire, +25% Explosive

Availability: Russia

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Regiment Composition

Unit Type Count

Wz.29	1
Infantry	4
Machine Gun Infantry	1
T-70	1
Rocket Truck	2



Rocket Truck Stats

Health	225	Type	EX
Defense Value	2	Delay	10
Speed	3.5	Range	20
Morale	15	Area	3
Weapon	132mm Rocket	Unit Bonuses	0.25 Morale Damage
Attack Value	15x5		

The rocket truck regiment is similar to a mechanized infantry regiment, offering a mix of units including two rocket trucks. Each rocket truck carries five rockets and can fire them in quick succession. However, the rockets inflict minimal damage and lack the range of halftrack artillery and self-propelled artillery units. Furthermore, once all five rockets are fired, there's a very long delay as five more rockets are loaded onto the truck's rails. This makes the rocket truck regiment best in a supporting role. Group it with halftracks or tanks during offensive drives.

Tankette Regiment



Cost: 125
Ammo Upkeep: -10
Oil Upkeep: -10
Prerequisites: Mechanized Division HQ, Motor Pool, Tankette (Tech)
Resistances: +75% Gunfire, +25% Explosive
Availability: Japan

Regiment Composition

Unit Type Count

97 Chi-Ha	1
Te-Ke	4

NOTE

Stats for 97 Chi-Ha Command Tank available on Page 67



PRIMA Official Game Guide

Te-Ke Stats

Health	250	Attack Value	40
Defense Value	3	Type	AP
Speed	4	Delay	6
Morale	20	Range	18
Weapon	37mm Gun	Area	1

The tankette is a strange hybrid, somewhat making up for Japan's lack of a heavy tank. But instead of thinking of it as a tank, think of it as a halftrack with armor piercing capability. The good news is that it can be built at either mechanized or armor division HQs. It's also the fastest tank in the game – but not quite as fast as halftracks. The bad news is its weak firepower. This unit isn't meant for tank battles. Instead, use it to engage enemy halftracks.

Armor Division HQ



Prerequisites: Corps HQ, Mechanized Division HQ

Resistances: +25% Armor Piercing

Armor Division HQ Stats

	United States	Great Britain	Russia	Germany	Japan
Cost	350	315	350	350	350
Income	+25	+25	+25	+25	+25
Ammo Upkeep	+15	+15	+15	+15	+15
Oil Upkeep	+15	+15	+15	+15	+15
Health	2000	2000	2000	2000	2000
Defense Value	5	5	5	5	5
Weapon	Browning M1919 Machine Gun	Vickers Mk1 Machine Gun	SG43 Machine Gun	Maschinengewehr 42	Type 96 Machine Gun
Attack Value	20	20	18	22	20
Type	G	G	G	G	G
Rate	2	2	2	2	2
Area	2	2	2	2	2

STRUCTURES, REGIMENTS, AND TECHNOLOGY

In almost every battle, you should build an armor division HQ as soon as possible to begin producing tanks. But before you can do this, you need a mechanized division HQ, which requires an infantry division HQ. However, it's important to note that the armor division does not require an infantry division HQ – just a mechanized division HQ. The tank regiments produced within are the most expensive units in the game, but they also provide the most firepower. With the exception of the German variation, these HQs can only support three regiments. So if you want to build and support more than three tank regiments, you'll need another armor division HQ. In fact, you may end up building three or four armor division HQs before a battle is complete.

LIGHT TANK REGIMENT

Cost: 150

Ammo Upkeep: -15

Oil Upkeep: -10

Prerequisites: Armor Division HQ

Resistances: +75% Gunfire, +25% Explosive






Mechanized Resistances: +25% Gunfire

Availability: All

Regiment Composition






Unit Type	Count
Command Tank	1
Light Tank	3-4

Command Tanks

	United States	Great Britain	Russia	Germany	Japan
Unit Name	M4A2 Sherman	M4 Sherman Firefly	KV-1	Panzer IV	97 Chi-Ha
Image					
Health	400	400	440	400	375
Defense Value	5	5	5	7	5
Speed	3.5	3.5	3.5	3.5	3.5
Morale	20	20	20	20	20
Weapon	75mm Gun	76mm Gun	76mm Gun	75mm Gun	75mm Cannon
Attack Value	65	65	65	75	55
Type	AP	AP	AP	AP	AP
Delay	6	6	6	6	6
Range	18	20	18	18	18
Area	1	1	1	1	1
Unit Bonuses	–	–	–	–	Extra Damage +15EX



PRIMA Official Game Guide

Light Tanks					
	United States	Great Britain	Russia	Germany	Japan
Unit Name	M3A1 Stuart	M5A1 Stuart	T-70	PZ2	Kyu-Go
Image					
Health	300	300	330	300	275
Defense Value	4	4	5	4	4
Speed	3.5	3.5	3.5	3.5	3.5
Morale	20	20	20	20	20
Weapon	37mm Gun	37mm Gun	20mm Gun	20mm Gun	37mm Gun
Attack Value	50	50	50	50	40
Type	AP	AP	AP	AP	AP
Delay	6	6	6	6	6
Range	18	18	18	18	18
Area	1	1	1	1	1

Because they require no further structures or research, light tank regiments are a good option in the early moments of a battle. Although they lack the armor and armament of more advanced tanks, they're fast and cheap and should be deployed as such. Light tanks should never figure into your long-term strategy as they'll soon be obsolete and susceptible to medium and heavy tank attacks. Instead, use them for defensive and early capture-and-hold operations. Since armor division HQs can only support a few regiments, it may be necessary to detach your light tanks to make room for medium and heavy tanks. This is preferable to disbanding the regiments entirely, as they still possess adequate firepower to hold back infantry and halftrack attacks.

MEDIUM TANK REGIMENT

Cost: 200

Ammo Upkeep: -20

Oil Upkeep: -15

Prerequisites: Armor Division HQ, Motor Pool

Resistances: +75% Gunfire, +25% Explosive






Availability: All

Regiment Composition

Unit Type	Count
Command Tank	1
Medium Tank	3-4



STRUCTURES, REGIMENTS, AND TECHNOLOGY

Medium Tanks					
	United States	Great Britain	Russia	Germany	Japan
Unit Name	M4A1 Sherman	M3 Grant	T-34	Panzer III	Type 2 Ke-To
Image					
Health	400	400	440	400	375
Defense Value	6	6	7	7	6
Speed	3.5	3.5	3.5	3.5	3.5
Morale	20	20	20	20	20
Weapon	75mm Gun	75mm Gun	76mm Gun	50mm Gun	75mm Gun
Attack Value	65	65	70	70	55
Type	AP	AP	AP	AP	AP
Delay	6	6	6	6	6
Range	20	20	20	20	20
Area	1	1	1	1	1

Regardless of nation, medium tank regiments are the most cost-effective tank regiment, offering the perfect balance of armor, speed, and firepower. Therefore, medium tanks should make up the bulk of your attack force. All that you need are an armor division HQ and a motor pool. Build these structures as soon as possible and begin producing medium tanks as fast as your income allows. Once you have a full division (three to four regiments), group them and move them out to destroy and capture objectives. With promotions and technological upgrades, medium tanks can rival even the strongest heavy tanks. If available, always research *Gyrostabilized Tank Guns* – this improves each tank's attack value by +10! Other worthwhile upgrades are *Mechanical Reliability* and *Diesel Engines*.

HEAVY TANK REGIMENT

Cost: 250

Ammo Upkeep: -20

Oil Upkeep: -20

Prerequisites: Armor Division HQ, Motor Pool, Heavy Tanks (Tech)

Resistances: +75% Gunfire, +25% Explosive





Availability: All but Japan

Regiment Composition	
Unit Type	Count
Command Tank	1
Heavy Tank	3





PRIMA Official Game Guide

Heavy Tanks				
	United States	Great Britain	Russia	Germany
Unit Name	M26 Pershing	Mk IV Churchill	IS-2 Josef Stalin	Panzer VI Ausf.B
Image				
Health	500	500	550	500
Defense Value	8	8	9	10
Speed	3	3	3	3
Morale	20	20	20	20
Weapon	90mm Gun	75mm Gun	122mm Gun	88mm Gun
Attack Value	80	80	80	85
Type	AP	AP	AP	AP
Delay	6	6	6	6
Range	22	22	20	22
Area	1	1	1	1

The research path to access heavy tanks is similar to that of medium tanks. But once you have a motor pool, you must research Heavy Tanks before you have the option to produce these massive tanks at your armor division HQ. Heavy tanks are powerful, but slow and expensive. Unless your medium tanks are having difficulty, don't bother building more than a couple of these regiments. Once built, consider grouping a regiment with each of your medium tank groups. This significantly increases the firepower of your medium tank groups, and may catch your opponent by surprise..

ANTI-AIRCRAFT TANK REGIMENT

Cost: 225

Ammo Upkeep: -20

Oil Upkeep: -15

Prerequisites: Armor Division HQ, Engineer Brigade

Mechanized Resistances: +25% Gunfire

Armor Resistances: +75% Gunfire, +25% Explosive

Availability: All

Regiment Composition	
Unit Type	Count
Command Tank	1
Light Tank	3
Anti-Aircraft Halftrack	2

This is essentially a light tank regiment with two anti-aircraft halftracks added to its support group. Adding one of these specialized regiments to one of your tank groups provides some air defense, but not as much as an anti-aircraft halftrack regiment. Plus it eats up a valuable attachment slot in one of your armor division HQs – a slot that could be put to better use by fielding another medium tank regiment. Unless a specific need arises, skip this regiment and stick with the mechanized variation.



STRUCTURES, REGIMENTS, AND TECHNOLOGY

ARTILLERY TANK REGIMENT

Cost: 250

Ammo Upkeep: -25

Oil Upkeep: -15

Prerequisites: Armor Division HQ, Artillery Brigade






Resistances: +75% Gunfire, +25% Explosive

Availability: All

Regiment Composition

Unit Type	Count
Command Tank	1
Light Tank	3
Self-Propelled Artillery	2

Self-Propelled Artillery

	United States	Great Britain	Russia	Germany	Japan
Unit Name	M40 Long Tom	M7 Priest	ISU-52	Hummel	Type 4 Howitzer
Image					
Health	300	300	330	300	300
Defense Value	4	4	5	4	4
Speed	3	3	3	3	3
Morale	10	10	10	10	10
Weapon	150mm Gun	105mm Howitzer	105mm Howitzer	150mm Howitzer	150mm Howitzer
Attack Value	60	50	50	55	60
Type	EX	EX	EX	EX	EX
Delay	9	9	9	9	9
Range	40	40	40	40	40
Area	4	4	4	4	4
Unit Bonuses	1.0 Morale Damage	1.0 Morale Damage	1.0 Morale Damage	1.0 Morale Damage	1.0 Morale Damage

Self-propelled artillery units are large tank-like vehicles equipped with huge artillery guns. Although they possess identical range to their halftrack-based counterparts, these guns have higher attack values and inflict more morale damage. Plus, when their shells explode, they affect a larger area. This makes the artillery tank regiment a worthwhile investment. The good news is you won't need many. Purchase no more than a couple of these regiments and group them with a light or medium tank regiment for added protection. With the proper upgrades, self-propelled artillery units are great for shelling cities prior to assaults. Use artillery to bombard a city's center to remove the zone of supply, then send in tanks and troops to rout defenders.



PRIMA Official Game Guide

UNIQUE ARMOR REGIMENTS

Armored Infantry Regiment

Cost: 150
Ammo Upkeep: -15
Oil Upkeep: -15
Prerequisites: Armor Division HQ, Infantry Division HQ, Mechanized Division HQ
Infantry Resistances: +25% Armor Piercing, +25% Explosive
Mechanized Resistances: +25% Gunfire
Armor Resistances: +75% Gunfire, +25% Explosive
Availability: United States

Regiment Composition

Unit Type	Count
M4A2 Sherman	1
Infantry	4
Machine Gun Infantry	1
M3-A1	1
M3A1 Stuart	2

This regiment is similar to a mechanized infantry regiment, but with tanks replacing the mechanized units. Thus, the regiment has much more armor piercing capability, making it more successful against halftrack and light tank regiments. But like the mechanized infantry regiment, this one is limited in speed by the infantry units. This makes the regiment a good candidate for guard duty.

Flame Tank Regiment



Cost: 225
Ammo Upkeep: -20
Oil Upkeep: -25
Prerequisites: Armor Division HQ, Motor Pool, Flame Tanks (Tech)
Resistances: +75% Gunfire, +25% Explosive
Availability: Great Britain

Regiment Composition


Unit Type	Count
M4 Sherman Firefly	1
M4 Sherman Flame Tank	3

M4 Sherman Flame Tank Stats

Health	400	Type	FL
Defense Value	7	Delay	3
Speed	3.5	Range	6
Morale	15	Area	2
Weapon	Flamethrower	Unit Bonuses	0.5 Morale Damage
Attack Value	30		


Similar to the American flamethrower infantry regiment, this British regiment features flamethrowers too – mounted on tanks! Their high defense value and health allow these tanks to move into close range and douse enemy units with powerful and demoralizing flame damage. This is extremely effective against infantry regiments, even if they're entrenched. But pull these tanks back if they come up against medium or heavy tanks. Their lack of AP damage puts them at a serious disadvantage in such duels.

Armored Rocket Truck Regiment

	Cost: 225	Regiment Composition	
	Ammo Upkeep: -20	Unit Type	Count
	Oil Upkeep: -15	KV-1	1
	Prerequisites: Armor Division HQ, Mechanized Division HQ, Artillery Brigade, Rocket Truck (Tech)	T-70	3
	Mechanized Resistances: +25% Gunfire	Rocket Truck	2
	Armor Resistances: +25% Gunfire		
	Availability: Russia		

The armored rocket truck regiment is much hardier and faster than the mechanized rocket truck regiment variant. The addition of tanks provides the rocket trucks greater protection and offensive power. Plus, the regiment can travel across the map at faster speeds since all the units are vehicles. If you have the money and an armor division HQ, opt for this regiment over the rocket truck regiment as it provides more offensive flexibility..

King Tiger Regiment

	Cost: 300
	Ammo Upkeep: -20
	Oil Upkeep: -25
	Prerequisites: Armor Division HQ, Motor Pool, Heavy Tanks (Tech), King Tiger Tank (Tech)
	Resistances: +75% Gunfire, +25% Explosive
	Availability: Germany

Regiment Composition	
Unit Type	Count
Panzer IV	1
King Tiger	3

King Tiger Stats			
Health	600	Attack Value	90
Defense Value	10	Type	AP
Speed	2.5	Delay	6
Morale	20	Range	22
Weapon	88mm Gun	Area	1



PRIMA Official Game Guide



The King Tiger tank takes the heavy tank concept one step further by adding more health and a heavier 88mm gun, similar to that used on the Jagdpanther tank destroyer. But the excess weight reduces the tank's maximum speed to a crawl. Use King Tiger regiments to smash through your opponent's defensive lines or form lines of your own. For added firepower, equip them with *Gyrostabilized Tank Guns*. If you're controlling Rommel or Kesselring, use the *Blitzkrieg* special operation for an added +50 to their attack value! Assemble and group two or three King Tiger regiments, and use them to spearhead assaults. Once they make headway, move in with medium tanks to engage the survivors and chase down routed regiments.

Mechanized Tank Regiment

Cost: 200
Ammo Upkeep: -15
Oil Upkeep: -15
Prerequisites: Armor Division HQ, Mechanized Division HQ
Mechanized Resistances: +25% Gunfire
Resistances: +75% Gunfire, +25% Explosive
Availability: Germany

Regiment Composition

Unit Type	Count
Panzer IV	1
PZ2	3
SPW-251	2

Here's another mixed regiment, this time featuring tanks and halftracks. The mix of gunfire and armor piercing attack capability makes this regiment great for engaging a wide range of units. But since the bulk of the force is made of PZ2 light tanks, avoid engaging medium and heavy tank regiments. For best results, use this regiment against infantry and halftracks.

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Airfield



Cost: 225-250
Ammo Upkeep: -15
Oil Upkeep: -25
Health: 1000
Defense Value: 5
Prerequisites: Corps HQ,
 Engineer Brigade, Motor Pool
Resistances: +25% Armor

Piercing
Fighters: 4
Bombers: 2
Air Strike Cost: 100-150
Air Recon Cost: 25

Researchable Technologies

Technology	Cost	Availability	Affects	Description
Aircraft Superchargers	75	U.S., Great Britain, Germany, Japan	Aircraft	+20% to Maximum Speed
Air Superiority	75	Great Britain, Germany, Japan	Fighters	+5 to Attack Value, +5 to Defense Value
Improved Reconnaissance	50	Russia, Germany, Japan	Aircraft	+5 to Detection Range
Increased Bomber Payload	100	U.S., Great Britain	Bombers	+15 Attack Value
Napalm	150	U.S.	Bombers	Grants bombers the ability to drop napalm bombs to increase damage.
SAS Paratroopers	100	Great Britain	Airfield	Grants access to SAS Paratroopers on the Airfield.
Self-Sealing Fuel Tanks	75	All	Aircraft	+10 to Defense Value






Fighters

	United States		Great Britain	Russia	Germany	Japan
Unit Name	F4U Corsair/P-51 Mustang		Mk 22 Spitfire	Mikoyan MiG-3	Messerschmitt Bf 109	A6M Zero-Sen
Image						
Health	100	100	100	100	100	100
Defense Value	0	0	0	0	0	0
Speed	11	11	11	11	11	11
Morale	-	-	-	-	-	-
Weapon	12.7mm Machine Gun		7.7mm Machine Gun	12.7mm Machine Gun	7.92mm MG17	12.7mm Ho 103 Machine Gun
Attack Value	85	85	75	65	75	85
Type	G	G	G	G	G	G
Delay	1	1	1	1	1	1
Range	14	14	14	14	14	14
Area	-	-	-	-	-	-





PRIMA Official Game Guide

Bombers					
	United States	Great Britain	Russia	Germany	Japan
Unit Name	B-17G	Lancaster	Tupolev SB-2	He. 111H-2	Mitsubishi G4M
Image					
Health	300	300	300	300	300
Defense Value	0	0	0	0	0
Speed	7	7	7	7	7
Morale	–	–	–	–	–
Weapon	AN-M18 Bomb	Mk3 GP Bomb	RS 132 Bomb	SC 50 Bomb	Type 2 Mk3 Bomb
Attack Value	80	75	70	75	75
Type	EX	EX	EX	EX	EX
Delay	5	5	5	5	5
Range	15	15	15	15	15
Area	6	6	6	6	6
Unit Bonuses	0.5 Morale Damage	0.5 Morale Damage	0.5 Morale Damage	0.5 Morale Damage	0.5 Morale Damage

Constructing airfields is key to winning most battles. The power and flexibility offered by air strikes is simply unparalleled, allowing you to stage attacks against your opponent's individual regiments or key structures. But airfields are costly, both to buy and maintain. Each subsequent mission also costs, so make sure your economy can support an airfield before building one. Each airfield is equipped with a set number of aircraft, but these planes aren't available as soon as the airfield is constructed. Both fighters and bombers must be built before they can be sent on missions. Fighters are assembled first, allowing you to conduct air recon flights. This sends one fighter to the designated area on the map, revealing the location of all enemy regiments and structures it flies over. This is the best way to find your opponent's base. An air strike requires a bomber, sending it to bomb the designated target or area. Always provide fighter escorts with each air strike. This sends two fighters along with each bomber, helping draw fire from AA bunkers and enemy fighters. Fighter escorts greatly enhance the chances of an air strike succeeding and do not cost more. However, if fighters (or bombers) are shot down, more must be produced at the airfield. Fighters also play a defensive role, strafing enemy regiments that wander too close to the airfield. But your airfield will need more substantial defenses both from ground and air attacks. Consider positioning an anti-aircraft halftrack regiment and some infantry nearby.

STRUCTURES, REGIMENTS, AND TECHNOLOGY



If all of your fighters are sent out as escorts or shot down, no fighters will be left behind to defend the airfield.

Engineer Brigade



Cost: 90-100
Ammo Upkeep: +10
Oil Upkeep: +10
Health: 750
Defense Value: 5
Prerequisites: Corps HQ
Resistances: +25% Armor Piercing

Researchable Technologies

Technology	Cost	Availability	Affects	Description
Ammunition Production	100	U.S., Russia, Germany	Ammo Production producing structure	+5 Ammo Production per ammo-
Construction Battalions	50	All	Engineers	+3 to Repair Ability
Entrenchment	50	Great Britain, Russia, Japan	All Units	+25% to Entrenchment Rate
Improved Fortifications	50	Great Britain, Russia, Japan	Bunkers	+25% to Armor Piercing Resistance, +25% to Explosive Resistance
Oil Production	150	U.S., Germany, Japan	Oil Production	+5 Oil Production per oil-producing structure
Proximity Fuses	100	All	Anti-Aircraft Weapons	+15 to Attack Value

Along with the motor pool and artillery brigade, the engineer brigade produces no regiments, but serves as a prerequisite for some. Obviously, the engineer brigade is required before recruiting engineer regiments at your infantry division HQ. As a result, this will probably be one of the first structures you'll build. The engineer brigade also provides access to all anti-aircraft regiments – yet another reason to build this structure early..



Motor Pool



Cost: 115-125
Ammo Upkeep: 0
Oil Upkeep: +20
Health: 750
Defense Value: 5
Prerequisites: Corps HQ
Resistances: +25% Armor
 Piercing



Researchable Technologies

Technology	Cost	Availability	Affects	Description
Diesel Engines	75	Great Britain, Russia, Germany, Japan	Tanks	+15% to Maximum Speed
Flame Tanks	150	Great Britain	Armor Division HQ	Grants access to Flame Tanks on the Armor Division HQs.
Flamethrower Infantry	75	U.S.	Infantry Division HQ	Grants access to the Flamethrower Infantry on the Infantry Division HQ.
Goliath Remote Bombs	75	Germany	Infantry Division HQ	Grants access to the Goliath Infantry on the Infantry Division HQ.
Heavy Tanks	100	U.S., Great Britain, Russia, Germany	Armor Division HQ	Grants access to Heavy Tanks on the Armor Division HQs.
Improved Light AT Weapons	50	U.S., Great Britain, Russia, Japan	AT Infantry	+10 to Attack Value
King Tiger Tank	150	Germany	Armor Division HQ	Grants access to King Tiger Tank on the Armor Division HQs.
Mechanical Reliability	75	All	Vehicles	+10% to Health
Mechanized Production	100	U.S., Great Britain, Japan	Mechanized HQ	-15% to Recruit Cost
Panzerfausts	100	Germany	AT Infantry	+15 to Attack Value
Schurzen	100	Germany	Tanks	+15% Armor Piercing Resistance
Tankette	100	Japan	Mechanized & Armor Division HQs	Grants access to the Tankette on the Mechanized and Armor Division HQs.

As a prerequisite for medium tanks and anti-tank regiments, the motor pool is a vital structure for both offensive and defensive reasons. Beyond regimental prerequisites, the motor pool also provides access to multiple technologies. Many of these technologies greatly benefit tank and infantry regiments, so study the available technologies early on and outfit your units with upgrades to gain the upper hand.

STRUCTURES, REGIMENTS, AND TECHNOLOGY

Artillery Brigade



Cost: 135-150
Ammo Upkeep: +20
Oil Upkeep: +0
Health: 750
Defense Value: 5
Prerequisites: Corps HQ
Resistances: +25% Armor Piercing

Researchable Technologies

Technology	Cost	Availability	Affects	Description
Banzai Infantry	75	Japan	Infantry Division HQ	Grants access to the Banzai Infantry on the Infantry Division HQ.
Gyrostabilized Tank Guns	100	U.S., Russia, Germany	Tanks	+10 to Attack Value
Improved Fire Control	100	All	Artillery	+25% to Attack Speed
Improved Mortars	75	Great Britain, Germany, Japan	Mortar Infantry	+5 to Attack Value, +20% to Attack Speed
Long Range Artillery	50	All	Artillery	+6 to Projectile Ability Range, +6 to Bombard Ability Range
M7 Rifle Grenades	75	U.S.	Infantry Division HQ	Grants access to Assault Infantry on the Infantry Division HQs.
Plentiful Ammunition	125	Great Britain, Japan	All Units	+10% to Resupply Rate
Rocket Truck	125	Russia	Mechanized Division HQ	Grants access to the Rocket Truck on the Mechanized Division HQs.
Tank Production	125	Russia, Germany	Armor Division HQ	-10% to Recruit Cost

Before building artillery-based regiments (including mortar infantry), build an artillery brigade. Building this structure largely depends on how much artillery figures into your overall strategy. If the enemy is entrenched inside cities or has deployed multiple bunkers, then go ahead and build one and start producing artillery regiments from your division HQs. Otherwise, you can probably get by with tanks..

Supply Depot



Cost: 22-25
Ammo Upkeep: +5
Oil Upkeep: +5
Health: 750

Defense Value: 5
Prerequisites: Corps HQ
Resistances: +25%
Armor Piercing



PRIMA Official Game Guide

While supply depots add a slight boost to your ammo and oil reserves, their main purpose is to extend existing supply lines. Unpack these trucks at the border of your supply lines to create a circular bulge. By building and unpacking multiple supply depots in this fashion it's possible to "chain" your supply lines across the entire map. But chaining supplies can be dangerous unless each supply depot is well defended. If one "link" in the chain is destroyed, all subsequent supply depots in the chain will run dry. For best results, keep supply chains short and only construct them in friendly territory.

TIP

Supply depots don't count against your building limit. So if you're maxed out on structures and still need ammo and oil, build several supply depots to make up for the shortfall.

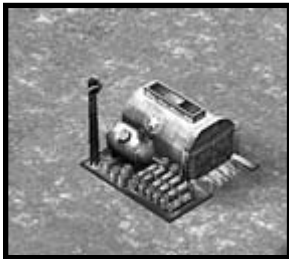
Ammo Depot



Cost: 70-75
Ammo Upkeep: +25
Oil Upkeep: 0
Health: 750
Defense Value: 5
Prerequisites: Corps HQ
Resistances: +25% Armor
Piercing

Ammo Depots simply increase the amount of ammo resources available to your forces. Build them at a steady rate throughout the duration of the battle to keep up with the constant demand. If your ammo reserves drop into negative territory, you'll be forced to buy ammo at the cost of two monetary units per unit of ammo.

Oil Depot



Cost: 90-100
Ammo Upkeep: 0
Oil Upkeep: +25
Health: 750
Defense Value: 5
Prerequisites: Corps HQ
Resistances: +25% Armor
Piercing

Like ammo depots, oil depots increase your oil reserves. Oil is mostly used by vehicles so you probably won't need many of these depots until you start producing regiments from your mechanized and armor division HQs. But keep up with the demand, otherwise you'll have to buy oil at the price of three monetary units per unit of oil.




STRUCTURES, REGIMENTS, AND TECHNOLOGY

Naval Units

AIRCRAFT CARRIERS

Air Strike Cost: 150

Air Recon Cost: 25

Aircraft Carriers			
	United States	Great Britain	Japan
Unit Name	Saratoga Class Carrier	Ark Royal Class Carrier	Shokaku Class Carrier
Image			
Health	3000	3000	3000
Defense Value	10	10	10
Speed	1	1	1
Morale	-	-	-

Aircraft carriers act just like mobile airfields; they launch air recon missions and air strikes. When possible, group aircraft carriers with battleships. Although aircraft carriers possess fighters for defense against air strikes, a nearby battleship's AA guns are a welcome addition. Enemy battleships also pose a huge threat to aircraft carriers so keep your own battleships nearby to engage enemy vessels that get too close for comfort.



CAUTION!

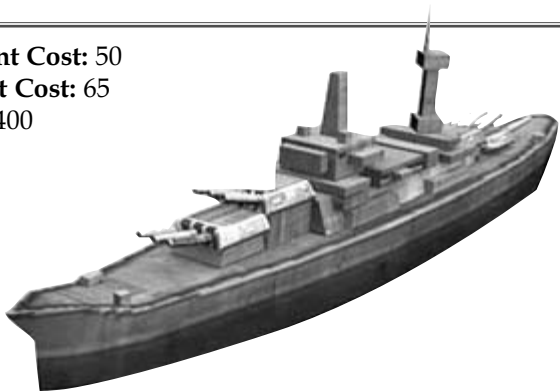
Aircraft carriers and battleships cannot be repaired, so defend them against attacks. Once they're sunk, they're gone for good.

BATTLESHIPS

Infantry Regiment Cost: 50


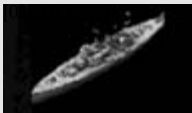


Marine Regiment Cost: 65

Corps HQ Cost: 400





PRIMA Official Game Guide

Battleships				
	United States	Great Britain	Germany	Japan
Unit Name	Pennsylvania Class Battleship	King George V Class Battleship	Bismarck Class Battleship	Yamato Class Battleship
Image				
Health	5000	5000	5000	5000
Defense Value	15	15	15	15
Speed	3	3	3	3
Morale	–	–	–	–
Weapon	16 Inch Guns	14 Inch Guns	15 Inch Guns	18.1 Inch Guns
Attack Value	100x4	100x3	100x4	120x4
Type	EX	EX	EX	EX
Delay	15	15	15	15
Range	90	90	90	90
Area	4	4	4	4
Weapon 2	AA Guns	AA Guns	AA Guns	AA Guns
Attack Value	40x2	40x2	40x2	40x2
Type	G	G	G	G
Delay	2	2	2	2
Range	30	30	30	30
Area	–	–	–	–
Unit Bonuses	1.5 Morale Damage	1.5 Morale Damage	1.5 Morale Damage	1.5 Morale Damage

Battleships are the ultimate artillery unit, having twice the damage and range as land-based units. For best results, situate the battleship with the port or starboard side parallel to the coastline. This way both the fore and aft turrets can rotate to engage the target area. The same applies when attacking enemy vessels. The more guns you can get on target, the more successful your attack will be. When it comes to land bombardment, the battleship is limited to providing fire support along coastlines. Still, this can be enough to establish a beachhead. Start building a base by deploying a corps HQ and a few infantry or marine regiments. Then use your battleships to provide protection until your land forces can defend themselves. Each battleship is also equipped with a couple of AA guns, providing some light protection against air strikes. Assist your battleships by parking an anti-aircraft halftrack regiment along the coastline, hopefully to intercept enemy bombers before they can release their bombs.

STRUCTURES, REGIMENTS, AND TECHNOLOGY

TIP

Battleships can deploy multiple corps HQs, but at a pretty steep price. Still, use this to your advantage, using corps HQ trucks to accompany advances. Unpack the truck as needed to extend a supply zone to heal surrounding regiments. Extra corps HQs can also be used to establish new bases and open new fronts.



Marine Regiment



Cost: 65
Ammo Upkeep: -15
Oil Upkeep: 0
Prerequisites: Battleship
Resistances: +25% Armor
Piercing, +25% Explosive
Availability: United States

Regiment Composition

Unit Type	Count
Infantry Officer	1
Marine	7
Machine Gun Infantry	1

Marine Stats

Health	225	Weapon 2	Grenade
Defense Value	1	Attack Value	20
Speed	3	Type	EX
Morale	6	Delay	15
Weapon	M1 Garand Rifle	Range	9
Attack Value	12	Area	2
Type	G	Unit Bonuses	Bayonet Thrust (15G)
Delay	3		
Range	12		
Area	-		

Marine regiments can only be deployed by American battleships in the Pacific theater. But the battleship does not serve as an HQ. Instead, marine regiments must be manually attached to infantry division HQs before they can resupply. Compared to standard infantry units, marines have slightly higher health, speed, and morale. They also come equipped with bayonets for use in extremely close-quarter fighting.



PRIMA Official Game Guide

ADVANCED BATTLEFIELD TACTICS

ADVANCED BATTLEFIELD TACTICS

Achieving victory in *Axis & Allies* is much more complex than blasting your opponent's regiments and structures. Instead, success is accomplished by maintaining resources and implementing defensive strategies to protect them while simultaneously striking the enemy. This delicate balance of managing an economy, structures, and regiments can be a challenge even if enemy bombers weren't constantly bombing your base. So before charging into battle you should contemplate a few things, because there won't be much time for deep thought and analysis once the bullets start flying. In this chapter we look at all the elements of achieving a victory, from the proper way to build a base to specific combat tactics necessary to win engagements while draining your opponent's economy. We also offer some advice for getting started in multiplayer games.

Base Building



Briefly scout the area around your corps HQ before unpacking new structures.

Before building your base, you need to ask yourself several tough questions. How are you going to defend it? Are there natural features that may help block attacks? Are there nearby terrain modifiers like forests, jungles, and cities that may grant defensive bonuses to defenders/attackers? Is the current space big enough for expansion? Where will the division HQs be placed? What about ammo and oil depots? How will you expand your supply lines? These are just some of the considerations that should be going through your mind before



PRIMA Official Game Guide

settling on a location. If the starting position is unsatisfactory, the beginning of the battle is the time to move. Study the minimap to find a more suitable location and move there. This eats up valuable time, but securing an easily fortified location may be worthwhile in the long run.

In most battles, it's necessary to purchase and unpack structures in a quick succession so you can start cranking out regiments to fight. But without some basic planning, such actions can lead to a maze of structures, often making it difficult for your new trucks to maneuver. Every second your new trucks wander around is a second of lost production. Before unpacking any trucks, it's important to keep some space between your corps HQ and surrounding structures. In particular, keep plenty of space open around your corps HQ's front opening. This is where new trucks show up once they're created and it can become quite a bottleneck if you're producing multiple structures at once.



Selecting a general is the first step. Review each general's special operations and pick the one who best compliments your nation's strategic situation, not to mention your preferred style of play.

Now decide exactly where you want to unpack your structures. Your division HQs are best placed between your opponent's base and your corps HQ. Division HQs are hardy structures capable of withstanding heavy assaults. Plus they're armed with a machine gun. This makes them an ideal defensive buffer. Deploying them outward also extends your supply lines toward the map's center. The position of ancillary structures like the motor pool and engineer brigade are less important and can be placed anywhere. But ammo and oil depots should be spread out, preferably away from

your corps HQ. Be careful not to cluster these depots together. This will just make them easy targets for air strikes and attacking special operations like *V Weapons* and the *Atomic Bomb*. Spreading ammo and oil depots out may make them more susceptible to ground attack, but it's relatively easy to respond to such attacks and repair the depots before they're destroyed. Even if you lose one depot to a ground attack, it's better than having five or six destroyed by a massive air assault.

ADVANCED BATTLEFIELD TACTICS

BASE DEFENSE



Use infantry regiments to defend your base. Once entrenched, infantry are extremely effective defenders.

are better defenders than bunkers. They offer more firepower, and they're mobile, providing much more flexibility than fixed positions. Bunkers can't chase the enemy down when they retreat. Bunkers can't heal themselves. And most importantly, bunkers can't march across the map and attack your enemy's base.



Deploy bunkers as an early warning system to prevent surprise attacks on your base.

Although your corps HQ and division HQs are equipped with machine guns, your base will need greater defenses to hold back enemy attacks. The strength and number of your base's defensive features should grow in proportion to the threat posed by your opponent(s). Therefore, in the early moments of gameplay, you can get by with posting a couple of infantry regiments around your corps HQ. But as your opponent begins constructing halftracks and tanks, you must match their production. Although more costly, regiments

Now that we've got the bunker-bashing out of the way, it's only fair to enumerate the benefits of bunkers. For one, they're extremely cheap. You can often build multiple bunkers for the same price and ammo upkeep of a single regiment. Second, since they're not mobilized, they don't use oil too. Still, bunkers should never be the main feature of your defensive strategy. Instead, think of them as road blocks, delaying the enemy until your regiments can respond. Unless moving in column formation, enemy regiments will always attack any

bunker they encounter. So consider sprinkling bunkers on the flanks and outskirts of your base (or anywhere your regiments aren't positioned), to ensnare enemies attempting sneak attacks. The standard bunker is most effective for holding attackers at bay, thanks to its high health value. Although it inflicts little damage to tank regiments, it does hold them up long enough for you to rearrange the regiments at your base, or send regiments to engage the enemy before they reach your base.

EXTENDING SUPPLY LINES



Before extending supply lines with supply depot trucks, look for other alternatives.



At some point it may be necessary to extend supply lines to support advances. But before chaining a long line of supply depots together, analyze the problem and determine if such a drastic and risky procedure is necessary. Are there any other sources of supply available that will shorten the length of the supply chain? When possible, capture cities and use them as sources of supply. If cities aren't available, deploy another corps HQ truck and follow closely behind the advance, unpacking it as regiments need supply. This is the best way support an advance, but it's also costly and potentially risky. Finally, study the special operations of your generals. If your general has the *Supply Drop* special operation, extending supply lines may be totally unnecessary.

ADVANCED BATTLEFIELD TACTICS



*The **Supply Drop** special operation allows you to supply units in the field without the need for lengthy supply lines.*

When all other supply options have been exhausted, begin constructing supply depots at your corps HQ. Before unpacking any of these supply depot trucks, make sure you've researched *Improved Logistics* to maximize the supply coverage of each structure. Once the research is complete, begin linking the supply depots, unpacking each on the extended supply line border. Depending on terrain and enemy strength, it may be necessary to defend each supply depot. Failing to do so puts your advancing regiments at extreme risk. If one link in the supply chain

is destroyed, the supplies beyond that point will run out – exactly where you need them the most. This is the major downside of this tactic, and it is likely to be exploited by your enemy. To prevent such catastrophes, at the very least, construct a bunker near each supply depot. If your opponent has air power, construct an AA bunker or deploy an anti-aircraft regiment too. Frequent attacks will require repair by engineers and potential replacement. So always keep some extra supply depot trucks on standby and move them into position whenever a depot is destroyed. It's a tedious process, but this is the safest way to keep a lengthy supply chain intact.

Regimental Organization



Grouping is essential to maintaining control over multiple regiments, and is necessary for staging massive assaults.

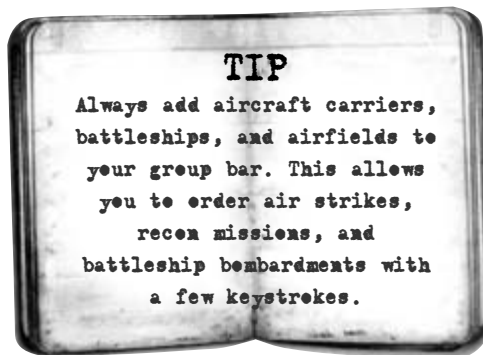
As you produce more and more regiments, it's important to maintain a sense of order and organization. The best way to do this is by grouping your regiments. In most situations you'll group like regiments: halftrack regiments with other halftrack regiments, and tanks with tanks. It's also a good idea to activate the *Group Behavior* option, allowing the group to act as one big regiment. This way if one



PRIMA Official Game Guide

unit is attacked, all units in the group will retaliate. Group behavior also keeps the entire group moving at the same speed and in formation, even if one regiment has a faster maximum speed. Maintaining group cohesion is important at all times, allowing the group to take full advantage of massed firepower.

It may make sense to group all regiments originating from one division HQ. But what if the division HQ is destroyed? Every regiment in that group will fall out of supply, which could be disastrous if the group is facing frequent engagements. For this reason it's best to mix up your groupings, with half of the regiments from one division HQ, and other the other half from another division HQ.



EFFECTIVE GROUPS

Although grouping identical regiments is effective, mixing varying capabilities into a group is even more so, providing the group with greater offensive flexibility. Here's a few different ideas for effective mixed groups with a wide range of attack capabilities:

Infantry Group	
Regiment	Count
Infantry Regiment	2
Anti-Tank Infantry Regiment	2
Artillery Infantry Regiment	1

Halftrack Group	
Regiment	Count
Anti-Tank Halftrack Regiment	2
Artillery Halftrack Regiment	1
Anti-Aircraft Halftrack Regiment	1

Tank Group	
Regiment	Count
Medium Tank Regiment	2
Artillery Tank Regiment	1

Infantry/Halftrack Group	
Regiment	Count
Anti-Tank Infantry Regiment	2
Halftrack Regiment	1
Mechanized Infantry Regiment	1

ADVANCED BATTLEFIELD TACTICS

Tank/Halftrack Group	
Regiment	Count
Medium Tank Regiment	3
Anti-Aircraft Halftrack Regiment	1



Grouped formations keep your regiments neatly organized, even during chaotic assaults.

hold the left mouse button down to orient the facing of the regiments indicated by the green arrow. Upon releasing the mouse button, the regiments in the group will assume a line formation, eventually entrenching themselves. Solid defensive lines are useful for defending bases, cities, and other critical regions.



Form defensive lines to create impenetrable walls of tanks.

GROUP FORMATIONS

Once grouped, arrange your regiments into the appropriate formation. The default formation is aggressive, but it doesn't provide the specialization of the other two. For the most part, your groups should always be formed in the assault formation. This allows them to maintain 100% attack efficiency at all times. When moving in the assault formation, your group's regiments (if operating under group behavior) will assemble themselves in a line-abreast formation. While moving in this formation, the group's detection radius is enormous even if only two or three regiments are in a group, making it great for exploring new areas. It's also a great formation for assembling defensive lines.

When moving a group, click and

The column formation is just the opposite of assault, assembling the regiments in a long skinny line, maximizing speed at the cost of attack efficiency. This formation should only be used when speed is a significant factor, preferably used with halftrack regiments. It's also useful for moving cumbersome groups of tanks through the narrow streets of cities. While moving in column



PRIMA Official Game Guide

formation, your group will zoom across the landscape, ignoring any enemy regiments or structures, even if they come under attack. This makes it great for rush attacks, and racing past fixed fortifications. Try staging deep assaults on enemy territory with halftrack groups, racing past defenders in column formation, then switching to aggressive or assault formations (allowing their attack efficiency to recover) before engaging the enemy.

Offensive Tactics

Winning individual engagements can be as simple as letting your regiments slug it out with the enemy. But you'll have much more success if you take control, maneuvering your regiments to gain a tactical advantage. In this section we look at a few tactics to keep the pressure on the enemy.

LEAPFROGGING ATTACKS AND WITHDRAWALS



When assaulting across bridges or other choke points, use two separate attack groups. Attack with one while keeping one in reserve.

For this tactic you should have at least two separate attack groups and a nearby source of supply. Move one attack group forward to attack the enemy while keeping one group behind. As the engaged attack group sustains damage, use the run command to move it back to the supply lines to heal. Meanwhile, move the second attack group forward to take the first group's position. By rotating fresh regiments into the front lines you can maintain the pressure on your enemy, eventually forcing them to rout. This is a great tactic for capturing heavily defended cities or

attacking enemy bases. A similar tactic can work during withdrawals. As your attacking group retreats, keep your second group positioned – preferably entrenched. Move your retreating group behind your entrenched group. This way, if the enemy pursues, they'll run into your entrenched group instead of the weakened retreating one.

ADVANCED BATTLEFIELD TACTICS

FLANKING TRAP



Using the column formation, encircle enemy regiments and cut off their path of escape.

to use the column formation, otherwise your maneuvering regiment will stop and engage the enemy. When your maneuvering regiment is behind the enemy, switch to the assault formation, automatically causing your units to open fire. By sandwiching the enemy between your two regiments, they'll have a harder time getting away, greatly increasing the chances of wiping them out.

One of the most frustrating parts of combat is watching a routed enemy regiment escape, only to return later with healed units and increased experience. Unless you have halftracks, chasing down routed regiments is nearly impossible. Plus, chasing them sometimes leads your pursuing regiments into traps. To prevent the enemy from getting away, cut off all avenues of escape. While one regiment engages the enemy, move a second regiment (in column formation) directly behind the enemy. It's important

COMBINED ATTACKS



Combined air and ground attacks are effective when assaulting densely defended areas like cities.

There's no better way to overwhelm your enemies than hitting them with a multi-pronged attack from both the ground and air. Not only does raining ordnance inflict massive damage, but in the case of bombs and artillery, it also causes significant morale damage. But coordinating such attacks can be a little tricky. Begin by running recon flights over the target area to survey the enemy's strength and positions. Next, move your ground forces in, just

outside the enemy's attack range. If possible, line up multiple regiments, positioning them so they can attack from different directions. Then start ordering air strikes, targeting the fogged-out areas where you spotted the enemy regiments during the recon flight. As the bombers soar in above, move your ground forces in to attack. If possible, add to the confusion with a *Carpet Bombing*, *V Weapons* or *Kamikaze* special operation. Whether playing against the AI or a human opponent, combined attacks are always devastating and demoralizing. Use them at every opportunity until your opponent's forces totally collapse.

STRATEGIC BOMBING



Conduct multiple air strikes to demolish your opponent's corps HQs and division HQs.

Even if you defeat your opponent's regiments in every engagement, you won't make any headway in the greater scheme of things until you reduce their ability to produce new units. This means going after your opponent's economic structures. While it's possible to do this with ground power, such attacks are often risky and complex. Instead, build airfields and conduct massive air raids over your opponent's base. Begin by locating and demolishing all corps HQs. This prevents your opponent from deploying more

structures. Next go after the division HQs and depots. AI opponents are more likely to deploy a large number of division HQs instead of depots, using the income generated to pay for any resource shortfalls. So make the division HQs your second priority when playing against the AI. Destroying the division HQs denies your opponent's regiments supplies, making them much easier to destroy. When all corps HQs and division HQs are destroyed, move in with your ground units to destroy the surviving regiments, continuing to use air strikes for support. Strategic bombing is expensive and time consuming, but sometimes it's the only way to stop your enemy's frenzied growth.

ADVANCED BATTLEFIELD TACTICS

TIP

Air strikes are more successful when conducted in mass numbers. So order no fewer than four air strikes at a time when attacking a well defended base, and always opt for fighter escorts. For added protection, research Self-Sealing Fuel Tanks to give all of your aircraft a huge boost to their defense value.

Multiplayer: Getting Started



Before jumping into a multiplayer game (especially online), prepare yourself by playing through both single-player campaigns. This allows you to try out all five nations and become familiar with the various structures, units, and technologies. Multiplayer games can move extremely fast and the more familiar you are with the gameplay elements, the better you'll fare. Next, try playing some custom games, matching yourself against a couple of opponents. Learning to deal with multiple foes raises the stakes even more, requiring you to defend against even more attacks on your base's critical structures while striking out against theirs.

Set up some custom games to get a flavor of the speed and intensity before challenging any human opponents.

TIP

While playing through the campaigns and custom games, experiment with the hot keys when building structures and regiments. This speeds up production tremendously.





PRIMA Official Game Guide

RUSH DEFENSE



Start cranking out infantry as soon as possible and disperse them to capture cities. But keep some near your base, too, for defense.

Like all RTS games, expect your opponent(s) to build regiments and structures as quickly as possible to strike you early with a rush attack. Despite economic and build restraints, a player who's quick on the hot keys can create a fairly sizable attack force (including tanks) within the first ten minutes of gameplay. You need to figure out how you'll respond to such attacks. Do you concentrate on building up defenses or do you push forward with creating advanced regiments?

In multiplayer games, versatility is everything and bunkers simply

don't provide the same flexibility that regiments do. Not only do bunkers eat up valuable money and ammo, but they can't be moved. Short of building a solid line of bunkers around your base, you won't be able to create an impenetrable defensive line. Your opponent will always strike at your weakest point, and bunkers can easily be flanked. Furthermore, if attacked, bunkers must be repaired. This requires you to select an engineer regiment and order them to repair the damaged bunker, pulling your attention away from more vital actions. On the other hand, regiments have the ability to move and meet attacks. More importantly, they can heal themselves when positioned in a supply zone. The more autonomous your defensive strategy is, the more time you'll have to focus on monitoring your economy while cranking out new structures and regiments.

ADVANCED BATTLEFIELD TACTICS

BUILDING FOR SUCCESS



Halftracks are fast and have decent firepower, making them great candidates for rush attacks on your opponent's base.

Focusing on building regiments also gives you the opportunity to conduct rush or probing attacks on your opponent. As soon as you have an infantry division HQ, recruit a recon infantry regiment and send them to explore the map's opposite side to locate your opponent's base. Meanwhile, keep building up your infrastructure and recruit about four infantry regiments. Position these infantry regiments in a semicircular fashion between your base and the map's center to intercept your opponent's recon patrols – the longer you can keep your base's location a secret, the safer it will

be. Infantry regiments can also be used to take control of nearby cities, giving you an instant economic boost, not to mention a secondary supply source.

Instead of building expensive tanks, focus on recruiting swarms of infantry and halftracks. Although infantry regiments are weaker, you can recruit an overwhelming attack force capable of dishing out some serious damage. Infantry regiments also don't require oil, allowing you to focus solely on building ammo depots. Consider constructing a motor pool and artillery brigade, too, so you can construct AT and artillery infantry – mortars and anti-tank weapons are great for taking out your opponent's vehicles and structures. As soon as you have five or six infantry regiments, group them and attack your opponent's base. Meanwhile, back at your base, keep expanding your forces by building a mechanized division HQ. Produce a few halftrack regiments and join the attack on your opponent's base. If your infantry and halftrack regiments aren't having the desired impact within the first ten minutes of the game, refocus your efforts on building more advanced regiments, like medium tanks.

For best results, keep up the pressure on your opponent's base. As one attack group retreats, make sure another attack force is on the move to replace them. Keeping your opponent on their toes is the best way to maintain an advantage. If you let



PRIMA Official Game Guide

them catch their breath, they may recover and counterattack. It may sound brutal and unsporting, but this is the way multiplayer games work. Play by these rules or die.

MULTIPLAYER TIPS

- * If your base is located early in the game, consider packing up and moving elsewhere. When seeking a new location, study the landscape and use mountains and other terrain to your advantage.
- * Destroy your opponents' oil and ammo depots in simultaneous attacks for optimal economic impact. Draining your opponents' economies is the surest path to victory.
- * Destroying your opponents' corps HQs denies them the ability to build new structures. Always go for their corps HQ, but remember to defend yours.
- * Don't forget about your general's special operations! Use them to turn the tables when your opponents think they have the upper hand.
- * Take control of all cities to deny your opponent secondary sources of supply.
- * Avoid using supply depots and division HQs to chain your supply lines. Each link in the chain is a new liability that must be defended, draining resources from your offensive efforts.
- * Probe your opponents' defenses and attack at the weakest point, avoiding bunkers and entrenched regiments.
- * Use hot keys and grouping to speed up the process of constructing and selecting your regiments.
- * Assign airfields to the group bar for quick access to air strikes.
- * Use AA halftrack regiments for air defense instead of AA bunkers. This allows you to fine-tune their placement directly beneath the incoming bomber flight paths.
- * As experience and funds allow, build a second corps HQ and either hide it somewhere else on the map or use it as a forward base during your assaults on your opponents' bases.
- * Always overestimate your opponent.



ALLIES CAMPAIGN





PRIMA Official Game Guide

Aggressive expansion has left most of Europe and the Pacific in flames as Nazi Germany and Imperial Japan obliterate all opposition that stands in their way. But as the Americans enter the war, new hopes arise. In the Allies Campaign you take the role of Allied Supreme Commander, leading American, British, and Russian forces in some of the biggest battles of the Second World War. In this chapter we take an in-depth look at all twelve battles, providing specific strategy, tactics, and tips needed to gain the upper hand.

Battle of El Alamein



BRIEFING

CONFIDENTIAL

The Desert Fox, Erwin Rommel, has rolled through North Africa leading his Afrika Korps, forcing the British army in Egypt to their last defensive line before Cairo and the vital Suez canal. Through a valiant defense, the British have stopped Rommel's advance, buying time for a counterattack that may change the momentum of the North African theater. But the Desert Fox, ever cagey, has prepared a devastating minefield in advance of the British forces, taunting them and their attempt to avert the unstoppable flood of German forces.

PRIMARY OBJECTIVE:

- * Destroy Rommel's Corps HQ.

SECONDARY OBJECTIVES:

- * Destroy five artillery bunkers on the beach.
- * Capture and hold the Italian oil refinery.

STARTING MONEY (INCOME):

515 (+60)

AMMO RESERVES: +23

OIL RESERVES: +20

BUILDING CAPACITY: 2/20

UNIT CAPACITY: 1/4

ALLIED GENERAL:

Field Marshal Montgomery

SPECIAL OPERATIONS:

- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker

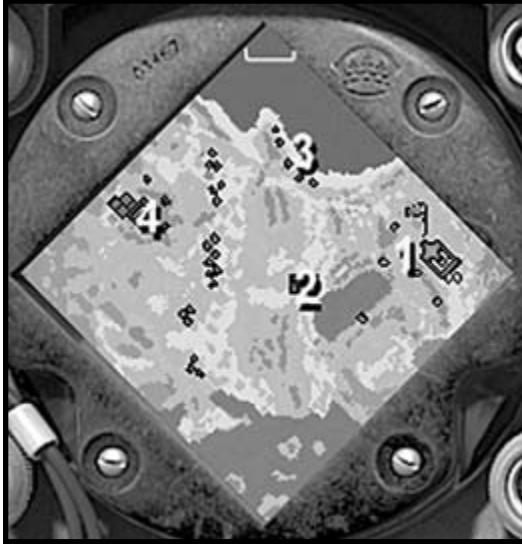
ALLIES CAMPAIGN

AXIS GENERAL:

Field Marshal Rommel

SPECIAL OPERATIONS:

- * Blitzkrieg
- * Forced March
- * Panzer Holhe



LEGEND

1. Fortify El Alamein
2. Capture the Italian Oil Refinery/Establish a Forward Base
3. Secure Beach for Australian Landing
4. Assault the German Corps HQ

FORTIFY EL ALAMEIN

As the battle begins, the defenses surrounding your corps HQ and El Alamein are very modest. You must strengthen these positions considerably to hold back incoming armor and infantry attacks. Begin by building an infantry division HQ and an engineer brigade at your corps HQ. Once deployed, the engineer brigade allows you to recruit engineers from your infantry division HQ. Recruit at least two regiments of engineers and use them to construct a few artillery bunkers. Use the supply line border as a guide, constructing the bulk of your artillery bunkers along the southern side of the city and your corps HQ. Place a few regular bunkers along this defensive line too. Constructing bunkers has no impact on your building capacity, but they'll eat up your ammo reserves quickly. Compensate for the ammo depletion by constructing new ammo depots. Keep ammo and fuel depots along the northern edge of the map, where they're less likely to take damage from incoming attacks.





Recruit some engineers quickly and start building bunkers and artillery bunkers around El Alamein and your corps HQ.

When the German assault force arrives, keep your engineers behind the bunkers – don't let them engage the enemy infantry and armor. Instead, use them to repair the bunkers that come under attack. They may be needed to construct new bunkers too. If your defensive line is solid, it should have no problem turning back each attack wave. For added support, use your mechanized infantry regiment to push back any infantry that break through your lines. After each attack, use the engineers to construct and repair bunkers to rebuild the defensive line before the next attack wave arrives.

CAPTURE THE ITALIAN OIL REFINERY/ESTABLISH A FORWARD BASE

While repelling the German attacks, recruit at least two halftrack regiments at your infantry division HQ. Once created, group these halftracks with your existing mechanized infantry regiment. You can weaken the German attacks on El Alamein by attacking the refinery along the map's eastern side. Not only is this a secondary objective, but it also has an impact on the number of armored and mechanized regiments Rommel can deploy. Move your mixed halftrack regiments south, along the western side of the nearby mountain range. The refinery is lightly defended and should pose little problem for your attack force. However, if casualties run high, retreat back to your supply lines to heal and re-arm. Keep pushing toward the refinery until the artillery bunker is destroyed and both artillery infantry regiments have routed.



This oil refinery boosts your oil reserves, so don't let the Germans capture it.

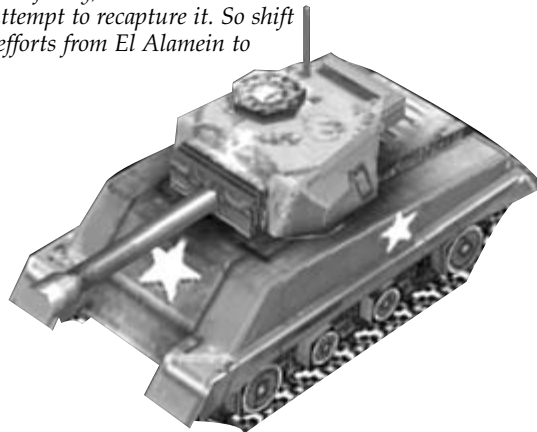
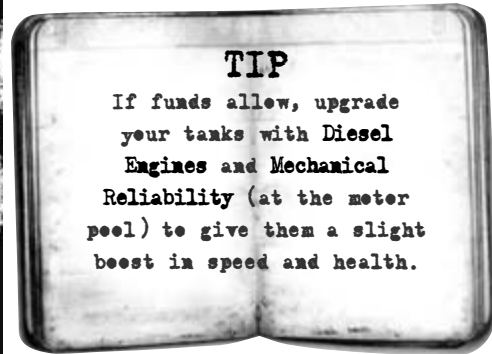
ALLIES CAMPAIGN

Consider building a forward base near the refinery. This allows you to conduct raids on Rommel's front lines, slowly weakening his defenses. Keep your mixed halftrack group in this area, then extend your supply lines from El Alamein south, using supply depot trucks. You may want to move an engineer regiment into the area as well and begin constructing a defensive line to the southwest of the refinery.

Once the refinery is within your supply lines, an armor division HQ back at your base – it's time to build some tanks! Construct a motor pool, then focus on building medium tank regiments, sending them directly to your forward base. These tanks offer the best balance of speed and firepower necessary to break through Rommel's defensive line. Your attack force should consist of at least three medium tank regiments. As soon as funds allow, construct a second armor division HQ and produce three more medium tank regiments to help defend the refinery.



After you capture the oil refinery, Rommel will conduct frequent attacks in an attempt to recapture it. So shift most of your defensive efforts from El Alamein to the refinery.



SECURE THE BEACH FOR THE AUSTRALIAN LANDING

Upon first glance, the artillery and anti-aircraft bunkers positioned along the beach to the northwest look insignificant. What you probably don't realize is that these bunkers are preventing an Australian amphibious invasion. If the Australians are allowed to land, they're capable of building a base, helping to secure the map's northern side while exerting some extra pressure on the German base to the west. For best results, use a group of artillery halftrack regiments to wipe out these mixed bunkers lining the coast. Take out all five artillery bunkers before the Australians attempt their landing.



Artillery halftrack regiments can bombard the coastal artillery bunkers without fear of retaliation.



Once all five artillery bunkers are destroyed, the Australians land on the beach. Provide defensive support with your halftracks till the Australians can adequately defend their corps HQ.

The Aussies hit the beach with a few infantry regiments and a corps HQ. Rommel responds by launching an immediate counteroffensive against the Australians, so your artillery halftrack regiments should stay in the area. Shadow the Australian corps HQ with your halftracks and escort it till it finds a good position. Once it's placed, form a defensive line along the southern side of the Australian corps HQ. Your halftracks should be able to hold back most attacks, but build some more permanent defenses. Borrow one of your engineer regiments near El Alamein and use it to construct a few bunkers near the Aussie HQ. Keep your halftracks in the area till the Australians get on their feet. They automatically build infantry, mechanized, and armor division HQs, and use their units to attack the German lines to the west.

ALLIES CAMPAIGN

ASSAULT THE GERMAN CORPS HQ



Mass your medium tanks near the oil refinery and make raids on Rommel's defensive line.

these bunkers can take a while and may require several attacks and retreats before you can make a hole in Rommel's defensive line. Once the Australians are on a firm footing, move your artillery halftracks near the refinery and use them to bombard the German bunkers. If necessary, fall back to your supply lines and heal your regiments. Battling the bunkers builds up valuable experience for your tank regiments, so make sure they're not destroyed – veteran and elite tank regiments will come in handy later.



As your tanks sustain damage, retreat back to your supply lines near the refinery.

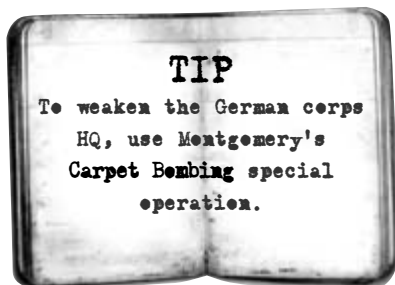
Now that a solid front is established, you can start slicing into German territory. Use your group of medium tanks at the oil refinery and drive directly west. You eventually come up against a line of bunkers, artillery bunkers, and a minefield. Focus on the artillery bunkers first, then blow away the bunkers. Don't worry too much about the minefield. The mines can be destroyed by simply driving over them, causing minimal damage to your tanks – just don't try walking over them with infantry. Taking out

After breaching the German defensive line, turn your tanks toward the German base. Whittle away at several bunkers, artillery bunkers, and other structures until you get an open shot at the corps HQ. As with the defensive line, it is necessary to retreat from time to time as your tanks take damage. Consider extending your supply lines west using supply depots. This way your tanks can heal without having to backtrack all the way to the refinery or Australian base. Continue striking



PRIMA Official Game Guide

the German structures with your tanks until their corps HQ is exposed. Line your tanks up near the German corps HQ and pound away until it's demolished. Once Rommel's corps HQ is destroyed, you can end the mission.



Wipe out the surrounding structures, then pound away on the German corps HQ till it crumbles.

Battle of Guadalcanal

BRIEFING

CONFIDENTIAL

With the seemingly invincible Japanese fleet now defeated in the Coral Sea and at Midway, the momentum of the war in the Pacific has shifted to the Americans. At last an offensive can be waged. The airfield on the island of Guadalcanal must be taken from the Japanese and converted to Allied use, and the island itself must be secured against counterattack.

PRIMARY OBJECTIVES:

- * Capture the Japanese Airfield.
- * Destroy the Japanese Corps HQ.

STARTING MONEY (INCOME):

999 (+30)

AMMO RESERVES: +13

OIL RESERVES: +20

BUILDING CAPACITY: 3/20

UNIT CAPACITY: 3/0

ALLIED GENERAL:

General Arnold

SPECIAL OPERATIONS:

- * Carpet Bombing
- * Propaganda War
- * Secret Agent

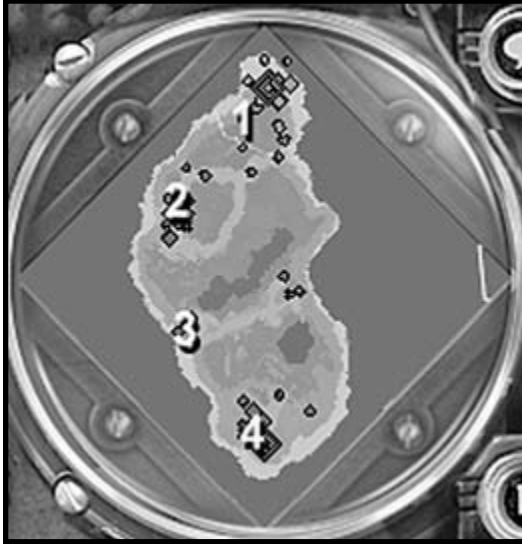
ALLIES CAMPAIGN

AXIS GENERAL:

Vice Admiral Mikawa

SPECIAL OPERATIONS:

- * Banzai Charge
- * Lend Lease
- * Rapid Deployment



LEGEND

1. Secure Base
2. Capture Japanese Airfield
3. Extend Supply Lines Along Western Coast
4. Attack Japanese Corps HQ

SECURE THE BASE

Your first objective is to secure the small U.S. base on the island's northern coast. With the sea at your backs, retreat is not an option. Move the existing recon and infantry regiments just south of the corps HQ – take advantage of the jungle terrain modifier for an added defensive bonus. While the recon and infantry regiments move into position, build an engineer brigade at the corps HQ. When available, recruit an engineer regiment and construct a line of three bunkers lining the base's southern side. These three bunkers are more than sufficient for holding back Japanese infantry attacks.



Recruit some engineers and build a line of three bunkers along the southern side of the U.S. base.



PRIMA Official Game Guide

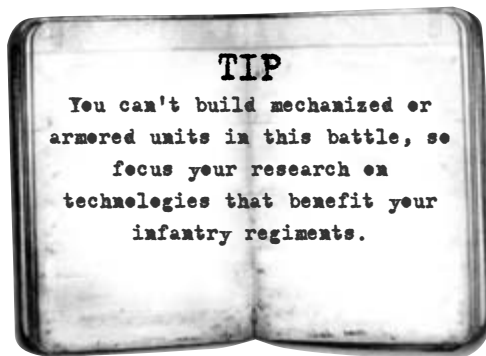
With the bunkers in place, turn your attention to building an assault force. Start off by recruiting two more infantry regiments. Meanwhile, go to the corps HQ and build a motor pool as well as an artillery brigade – now you can recruit mortar infantry. Recruit one regiment of mortar infantry, then group them with your three infantry regiments. We'll refer to this grouping of four regiments as an infantry brigade. It has enough firepower to waste any infantry or bunkers it encounters while marching to the Japanese airfield.

CAPTURE THE JAPANESE AIRFIELD



Attack the Japanese bunkers along the western coast with your newly formed infantry brigade.

Move your newly assembled infantry brigade on the western coast of the island. Along the way they encounter several bunkers and infantry regiments. But the added mortar support makes quick work of any threats that get in their way. To extend your supply lines closer to where the infantry brigade is operating, pack the infantry division HQ at the base and send it to the supply line boundary on the western coastline. Order it to unpack at this point and let your brigade resupply before making the final push toward the airfield.



The Japanese airfield is surrounded by four bunkers, with one defending each side. Begin by attacking the northwestern bunker en masse, then hit the one to the northeast. The mortars inflict heavy damage, destroying the bunkers within a matter of seconds. Before attacking the last two bunkers, fall back to the supply lines and let your infantry heal and resupply. When they're ready, move the infantry brigade

ALLIES CAMPAIGN

along the coastline and attack the southwestern bunker first. After it's down, take out the final bunker to the east – attack the eastern bunker before pounding the nearby ammo depot. When the last bunker is destroyed, the airfield comes under your control.



Resupply before attacking the final two bunkers on the airfield's southern side.



Use engineers to construct a few bunkers near the airfield to defend it from Japanese counterattacks.

or you can simply build a new corps HQ and forget about defending the long and vulnerable supply line snaking along the western and southern coasts. Building a new corps HQ is expensive, but it's the best solution, and is probably cheaper in the long run. But before moving a new corps HQ into unknown territory, run a few

Leave your infantry in place and let them entrench themselves along the airfield's southeastern side. They must hold off any counterattacks until help arrives. Move one of your engineer regiments toward the airfield and use them to construct a few bunkers along the southern side. If you have enough money, construct another infantry division HQ back at the corps HQ and send it along the northern coast to extend the supply lines around the airfield. If money is tight, supply depots work, but they need to be defended.

EXTEND SUPPLY LINES ALONG THE WESTERN COAST

Before setting off to attack the Japanese corps HQ on the island's southern tip, extend your supply lines along the western coast. Because you're attacking with infantry, supplies need to be held near the front lines to prevent dangerous and time-consuming treks through the jungle. You can either extend supply lines by continuing the chain system using division HQs and supply depots,



Extend your supply lines toward the Japanese base using division HQs and supply depots. If you can afford it, simply buy a new corps HQ.

you to safely push along the coast while maintaining constant pressure on the Japanese defenders. In the meantime, move your new corps HQ truck along the southern coast and place it a safe distance away from the Japanese base. Move both infantry brigades toward the new corps HQ and resupply before the final assault.

probing patrols with your infantry.

While your existing infantry brigade patrols the southern coast, start assembling a second infantry brigade. This new brigade should resemble the existing one, consisting of three infantry regiments and one mortar infantry regiment. Once created, group the regiments and move them along the western coast. Alternate probes with the first and second brigades, moving one deeper into enemy territory, while the other retreats to the supply lines to heal. This allows

ATTACK THE JAPANESE CORPS HQ

You may want to reinforce the new corps HQ with bunkers.

If everything went as planned, your two infantry brigades should be poised for the final assault on the Japanese base. Before moving into action, research *Improved Logistics* to boost your detection range and resupply rate. This will come in handy a little later. The key to wiping out the Japanese base quickly is Arnold's *Carpet Bombing* special operation. Use it to disintegrate the defending Japanese infantry, then use your infantry to move in and wipe out the appropriate structures.

ALLIES CAMPAIGN



Move in on the remaining Japanese structures and destroy the corps HQ to win the battle.

Begin by moving one infantry brigade along the southern coast to draw out the enemy infantry. As soon as you see large clusters of infantry charging at your brigade, order *Carpet Bombing* at the edge of your leading infantry regiment's visibility. The resulting explosion destroys all infantry regiments within its large blast radius, including those beyond your vision range. The surrounding buildings take some damage too, but the blast won't destroy them. So send in your two

infantry brigades to mop up the Japanese structures. Destroying their corps HQ results in an Allied victory.

Battle of Stalingrad

BRIEFING

CONFIDENTIAL

With the Wehrmacht stepped at Moscow, Germany has now turned its eyes to the oil-rich Caucasus. If the Germans succeed in their endeavor, their blitzkrieg will be able to continue unhindered by fuel concerns. In order to secure their flank against counterattack, the Germans must first seize the city of Stalingrad at any cost. Unknown to the Germans, the Russians are preparing a trap. As the bloody fight in Stalingrad continues, large Russian tank forces are moving into position to launch a surprise attack to encircle and destroy the Germans.

PRIMARY OBJECTIVE:

- * Liberate Stalingrad.

SECONDARY OBJECTIVES:

- * Capture and hold Tsymlyanskava.
- * Capture and hold Rostov.
- * Capture and hold Kapkinsky.

STARTING MONEY (INCOME):

524 (+45)

AMMO RESERVES: +30

OIL RESERVES: +35

BUILDING CAPACITY: 4/20

UNIT CAPACITY: 3/3

ALLIED GENERALS:

Marshal Zhukov and General Chuikov





PRIMA Official Game Guide

SPECIAL OPERATIONS:

- * Communist Zeal
- * Supply Drop
- * Sandbagging
- * Carpet Bombing
- * Assembly Line
- * Maskirovka

AXIS GENERAL:

Field Marshal Manstein

SPECIAL OPERATIONS:

- * V Weapons
- * Espionage
- * Propaganda War



LEGEND

1. Capture Tsymlyanskava
2. Lay Siege to Stalingrad
3. Capture Rostov
4. Invade Stalingrad
5. Eliminate Manstein's Base

CAPTURE TSYMLYANSKAVA

In this battle an AI teammate controls General Chuikov's forces (positioned in the map's eastern corner), while you command Marshal Zhukov's forces from the north. Together your forces flank the northern and southern sides of Stalingrad and the German forces within the city commanded by Field Marshal Paulus. While it may be enticing to invade the city at the battle's start, you would face heavy resistance. The best way to weaken Paulus's forces is by capturing the three surrounding cities. But it's not that simple: Field Marshal Manstein has established a base in the map's southern corner. Capturing and holding all three secondary cities is made much more difficult by Manstein's constant attacks. Therefore, every city captured must be heavily defended.

Before moving out against Tsymlyanskava to the south, build up your attack force and defend your base. Recruit an engineer regiment and construct some artillery bunkers near the river ford to the south. Your base can also be attacked from the

ALLIES CAMPAIGN

narrow strip of land running along the map's northeastern edge. It's possible that Paulus's forces may attack from northern Stalingrad via this path, but it's unlikely. Still, consider placing a bunker or a couple of infantry regiments along this path. When your defenses are adequate, start building medium tank regiments. Wait until you have at least two medium tank regiments before attacking Tsymlyanskava.



Group your tank regiments, then move them south toward Tsymlyanskava. Move along the western side of the city first and take out the two ammo depots – every ammo and fuel depot you destroy weakens Paulus's forces. Tsymlyanskava is guarded by infantry, halftracks, and tanks. Try to isolate one enemy regiment at a time to keep the odds in your favor. Then drive into the city and wipe out the two AA bunkers. As soon as the city is in your control, move your engineer regiment south and start constructing artillery bunkers around the perimeter. Meanwhile, position your tanks along the city's northern and eastern sides. Keep cranking out medium tank regiments back at your base and move them south to reinforce Tsymlyanskava.



While your forces attack Tsymlyanskava, Chuikov moves against Kaplinsky.

Attack the ammo depots on the western side of Tsymlyanskava before driving into the city.

Counterattacks from Manstein and Paulus are a certainty, so make sure you have enough firepower to turn back their assaults. While you're busy capturing Tsymlyanskava Chuikov's forces are moving against Kaplinsky to the south.

LAY SIEGE TO STALINGRAD

While reinforcing Tsymlyanskava, assemble another medium tank assault team to wipe out Paulus's critical structures along Stalingrad's southern side. But don't move all of your tanks out of Tsymlyanskava – you need a few to defend the city. Two or three medium tank regiments should be adequate for taking out Paulus's HQs and depots. Cross the river to the southeast of Tsymlyanskava then turn northeast, aiming your tanks at South Stalingrad. You eventually run into multiple artillery bunkers defending the city's southern edge. Focus all of your firepower on one bunker at a time. Keep pushing toward the city and take out the mechanized and armor division HQs. Be sure to wipe out Paulus's corps HQ, too. Complete the operations by moving to the northeast and destroying the two ammo and two fuel depots sitting on the city's southern flank. Destroying these structures totally cripples Paulus's forces, preventing them from staging attacks outside the city limits, and significantly reducing the threats to Tsymlyanskava.



Demolish Paulus's HQs and depots on the southern edge of Stalingrad to help secure Tsymlyanskava from counterattacks.

CAPTURE ROSTOV

With Paulus's forces isolated to Stalingrad, turn toward Rostov, the last secondary city. While it's possible to drive into Stalingrad and win the game, if you want to complete the secondary objectives, you'll need to hold Rostov too. Capturing Rostov also makes Stalingrad's capture easier by easing Manstein's pressure on the map's northern side. Keep most of your medium tank regiments in Tsymlyanskava and start building a few new medium tank regiments back at your main base. Wait until you have raised a force of three medium tank regiments before moving them south toward Rostov. Consider complimenting this force with one of your existing medium tank regiments too.

ALLIES CAMPAIGN



Move your tanks against Rostov's northern side, wiping out the ammo depots and any defenders you encounter.

Meanwhile, move an engineer regiment to Rostov and use them to construct artillery bunkers to fortify the city even more.

INVADE STALINGRAD



With the aid of Chuikov's forces, push into Stalingrad and eliminate the defending infantry to win the battle.

forces are infantry. Between your tanks and Chuikov's infantry, it won't take long to mop up the defenders. When South Stalingrad falls, keep pushing deeper into the city to capture North Stalingrad. Controlling both sides of Stalingrad fulfills the requirements for completing the battle, but Manstein still poses a threat, often making it difficult to hold on to Rostov and Kapinsky.

Attack Rostov's northern side first, eliminating the two ammo depots and any defending regiments that rush out of the city. Paulus's forces in Rostov consist mostly of infantry and a single tank regiment. Your medium tanks should have no problem blowing them away and capturing the city. As soon as Rostov is captured, take steps to secure it from a counterattack from Manstein's forces to the east. Divide your assault force and position them at the two river fords on the city's southern side.

Controlling Rostov distracts Manstein's forces, giving your units in Tsymlyanskava a chance to invade Stalingrad. Use your medium tank regiments to rush into the city, but make sure they have infantry support – Chuikov's forces attacking from the east will be of great assistance. Attack South Stalingrad first, hitting it from the same area where Paulus's HQs once stood. Move your tank regiments individually and spread them out to avoid bottlenecks in the narrow streets.

At this point, most of Paulus's

ELIMINATE MANSTEIN'S BASE



If Manstein's forces prevent you from completing the secondary objectives, launch an attack on his base in the southeast corner of the map.

If you're having trouble holding onto Rostov and Kapkinsky, keep playing after capturing Stalingrad and organize an assault force to eliminate Manstein's base. Begin by shifting the majority of your medium tank regiments from Stalingrad and Tsymlyanskava to Rostov. They are needed to hold the city while you move your western tank regiments against Manstein's base. Once Rostov is secured by your new defensive force, group your medium tank regiments and move them along the map's southern edge. Drive east and eliminate any enemy

regiments you see. You're likely to encounter a mix of infantry, halftracks, and tanks rushing toward Rostov, but they won't last long against your heavy tanks.

Manstein's base is clustered in the southern corner of the map. Keep pushing in this direction with your heavy tanks and demolish all structures that get in your way. Meanwhile, keep an eye on Chuikov's forces and wait for them to reestablish a foothold in Kapkinsky. Once Kapkinsky, Rostov, and Tsymlyanskava are held by Russian forces, you can end the mission, having fulfilled all secondary objectives.



ALLIES CAMPAIGN

Battle of Kursk

BRIEFING

CONFIDENTIAL

With the Russian Winter now safely behind them, the Germans are anxious to avenge their defeats at Moscow and Stalingrad. Armed with their new Tiger tanks, they have launched their summer offensive. Against them stand the Russian tank forces, drawn en masse for what will prove to be the largest tank battle in history.

PRIMARY OBJECTIVES:

- * Kursk must not fall.
- * Destroy Kluge's Corps HQ.
- * Destroy Manstein's Corps HQ.

STARTING MONEY (INCOME):

1046 (+105)

AMMO RESERVES: +58

OIL RESERVES: +140

BUILDING CAPACITY: 11/20

UNIT CAPACITY: 10/6

ALLIED GENERAL:

Marshal Rokossovski

SPECIAL OPERATIONS:

- * Russian Sabotage
- * Rapid Deployment
- * Double the Guard

AXIS GENERAL:

Field Marshal Manstein

SPECIAL OPERATIONS:

- * V Weapons
- * Espionage
- * Propaganda War



LEGEND

1. Fortify Kursk
2. Capture Prochorovka and Belgorod
3. Assault Manstein's Base
4. Capture Ponyri
5. Assault Kluge's Base



FORTIFY KURSK



Kursk is under attack! Construct artillery bunkers and get some medium tank regiments to the city as soon as possible.

tanks from your two armor division HQs – don't worry, you have plenty of fuel and ammo stockpiled. As soon as they're ready, move them to Kursk.

At the start of the battle, Kursk is being attacked by German heavy tanks from the northeast. Fortunately you have several artillery bunkers in place to counter the threat. Use the engineer regiment in the city to repair any bunkers taking damage. Then move your mechanized units to the city's northern supply line border to help engage the tanks. If you react quickly, you can defeat this early attack. While your units duke it out, swing over to your main base in the northeast corner and start cranking out medium



In this battle you cannot construct heavy tanks, AT tanks, or artillery tanks, so building superior numbers of medium tanks is your best chance of defeating the German Tigers.

After the initial attack comes to an end in Kursk, take steps to ensure future assaults are also unsuccessful. Use the engineer regiment to repair any damaged artillery bunkers, then build some extras, especially along the city's northeastern side, where Kluge's forces are most likely to attack. The southern and western sides of the city must also be fortified. Construct more artillery bunkers here and position some of your new medium tank regiments at these points. Funnel approximately four medium tank regiments into the city to maintain a solid defense.



Position tanks along this river ford to the south of the city to hold back attacks from Manstein's forces.

ALLIES CAMPAIGN

CAPTURE PROCHOROVKA AND BELGOROD

With Kursk properly defended, start launching an offensive against the Germans before their forces get too strong. Back at your main base, begin by constructing two more medium tank regiments.

Keep an eye on your ammo and fuel levels and construct new depots as needed. Once your two new medium tank regiments are created, group them and rush them directly south, toward Prochorovka. The cities of Prochorovka, Belgorod, and Ponyri are all defended by AI-controlled conscript regiments at the battle's start. But by now, Manstein and Kluge's forces have probably routed these units, so you must recapture these cities by driving the Germans out.



Drive through Prochorovka and continue into Belgorod, destroying the armor division HQ to the south and the mechanized division HQ to the east.

Begin by assaulting Prochorovka from the north. Expect light resistance, consisting of infantry and possibly a tank regiment, within the city. Destroy or rout the defenders to gain control of the city. As your tanks resupply, move them south and form a line along the city's supply border. When your tanks are ready to roll again, drive south into Belgorod. Here you find one of Manstein's armor division HQs just south of the city. Pound it with your medium tanks till it's destroyed. Before pushing into Manstein's base, secure the city's perimeter and look for more division HQs. A mechanized HQ is on the opposite side of the river to the east.



ASSAULT MANSTEIN'S BASE



Destroy Manstein's corps HQ to complete one of the primary objectives.

Capturing Belgorod allows your tanks to stay within or near their supply lines while assaulting Manstein's base in the map's southern corner. Line your tanks up along the city's southern supply line border and drive south until you can engage the German ammo and fuel depots. Keep driving deeper into Manstein's base until you can target the corps HQ. If Manstein deploys new infantry regiments, destroy them at first sight. If allowed to escape, they may capture Prochorovka or Belgorod.

Destroying Manstein's corps HQ completes one of your primary objectives. Mop up the remaining structures, then move your medium tanks north to unite with your defending forces in Kursk.

CAPTURE PONYRI

With Manstein out of the picture, you can now devote your attention to wiping out Kluge's forces. The first step is capturing Ponyri, a small city just northeast of Kursk. Kluge is likely using this city as a staging area for attacks on Kursk, so it's important that you capture this city and destroy any surrounding enemy division HQs. Before rushing into the city, consider running a few reconnaissance operations. The best way is with air power. If you haven't already, research air power and construct an airfield back at your main base. Once constructed, fly a recon mission over the city to spot the locations of division HQs. Pay attention to the over-flight to identify what kind of defending units are in and around the city. This helps you determine the size and strength of your attack force.

ALLIES CAMPAIGN



Overwhelm the German defenders in Ponyri with several medium tank regiments.

Lead the attack with the experienced medium tank regiments you used during your attack on Manstein's base. Slowly inch your way toward the city so you can engage one enemy regiment at a time. Then turn toward any division HQs positioned around the city – Kluge has at least one armor division HQ in the area. If the fighting gets too heavy, retreat back to Kursk to resupply. But before retreating, call in air strikes on any German heavy tank regiments near the city. Keep assaulting Kluge's forces in and around Ponyri until you capture the city.

ASSAULT KLUGE'S BASE

As your tanks roll into Ponyri, order a few more recon flights to scour the map's northwest corner for Kluge's corps HQ. Meanwhile, line your tanks up along Ponyri's northern side. A river along the map's western side helps pin Kluge's units into the northwest corner, making it difficult for them to escape. This obviously works to your advantage as long as you maintain a solid presence to the east. Once you have intel on Kluge's base, devise a plan of attack and head straight for his corps HQ. Of course, take out any other structures that get in your way, focusing on armor division HQs first. Watch the health of your regiments and move damaged units back to Ponyri for resupply. Maintain pressure on Kluge's base until the corps HQ is destroyed and the battle is won.



PRIMA Official Game Guide

Road to Rome

BRIEFING

CONFIDENTIAL

With Sicily in Allied hands, Italy has been invaded and has dropped out of the war. The Germans have taken over the defense of Italy and, aided by rugged Italian terrain, have stalled the Allied advances, allowing the bulk of Hitler's troops to maintain the Eastern front. The Allies must take the historic monastery of Monte Cassino to break the German defenses. In an effort to outflank their enemies, the Allies have planned an amphibious landing at Anzio to threaten the heart of Italy: Rome. Land at Anzio and break out past Monte Cassino to take Rome.

PRIMARY OBJECTIVES:

- * Capture and hold Anzio.
- * Capture and hold Rome.

STARTING MONEY (INCOME):

1415 (+50)

AMMO RESERVES: +34

OIL RESERVES: +40

BUILDING CAPACITY: 4/20

UNIT CAPACITY: 2/5

ALLIED GENERALS:

Field Marshal Wavell and
General Eisenhower

SPECIAL OPERATIONS:

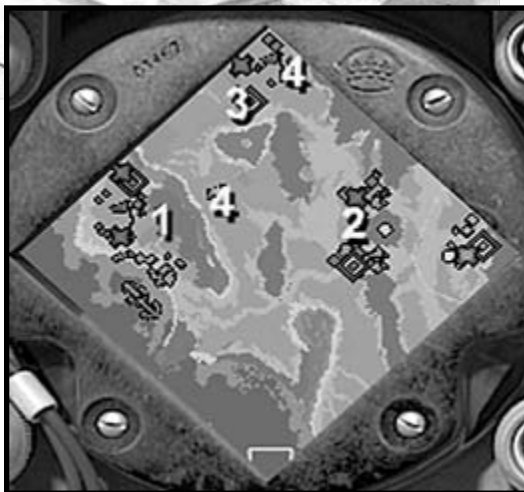
- * Carpet Bombing
- * Sandbagging
- * Secret Agent
- * Mechanized Advance
- * Lend Lease
- * Mechanized Resupply

AXIS GENERAL:

Field Marshall Kesselring

SPECIAL OPERATIONS:

- * Blitzkrieg
- * Supply Drop
- * Radar Scan



LEGEND

1. Support the Amphibious Invasion
2. Break Through the Gustav Line
3. Conduct a Strategic Bombing Campaign
4. Capture Albano and Rome

ALLIES CAMPAIGN

SUPPORT THE AMPHIBIOUS INVASION



The American amphibious invasion near Anzio must succeed. Support the attack with air strikes against the German tanks.

As the battle gets underway, Eisenhower's forces are conducting an amphibious landing just east of Anzio. He'll need British support if he hopes to establish and maintain a beachhead. Make this your first priority. Begin by building an airfield. Kesselring's Gustav line has your forces hemmed in, unable to link up with the Americans on the beach. If you try to break through the Gustav line first, you'll need to spend your resources on heavy tanks and other ground regiments. By that time, Eisenhower's forces will probably be defeated. Air power allows you

to cruise over the Gustav line and surrounding mountains, delivering direct support to Eisenhower's invading force. Once you have an airfield, build a mechanized division HQ and armor division HQ to supplement your income.

Watch the amphibious invasion closely and conduct air strikes on German regiments as needed. Eisenhower's battleships provide decent fire support, but even they can be overwhelmed. Once the Americans construct a corps HQ, it takes several minutes before they can raise an adequate attack force. So keep up the pressure with frequent air raids. If the American corps HQ comes under attack, consider using Wavell's *Sandbagging* special operation to insulate it from attacks. Keep watch near the town of Albano, too – Kesselring may build an airfield nearby. If this happens, bomb it with two air strikes as soon as possible.



If the American corps HQ is destroyed, the two battleships will self-destruct, preventing them from deploying a new HQ. Eisenhower's forces will then pack up and move their surviving regiments and structures to your base. Don't let their corps HQ get destroyed. Losing the beachhead complicates and prolongs the battle. Plus it deprives your forces of the two-pronged attack.



Hit Kesselring's corps HQ on Anzio's north side with a couple of air strikes, then finish it off with the Carpet Bombing special operation.



As soon as the Americans take control of Anzio, focus on building up ground forces and defending your base.

As Eisenhower's forces grow enough to protect their base, turn your air operations toward Anzio. Conduct a reconnaissance flight to locate the critical German structures on the north side of the city, including a mechanized division HQ and a corps HQ. Given the air defenses around the city, two air strikes on either structure is a waste. So save up experience until you can hit the corps HQ with the *Carpet Bombing* special operation. As soon as you attain enough points, conduct a couple of air strikes against the corps HQ to weaken it, then hit it with *Carpet Bombing* to take it out. Since Anzio is isolated from the rest of Kesselring's forces, destroying the corps HQ here prevents him from building new structures, aiding the American invasion tremendously. After wiping out the corps HQ, it won't be long before American forces push into the city and capture it.

BREAK THROUGH THE GUSTAV LINE

Assisting the Americans with air strikes leaves your base relatively weak, and your funds depleted. If you can afford a couple of heavy tank regiments, build them now. If not, recruit a few engineer regiments and start building multiple bunkers and artillery bunkers along your base's western side. As soon as Anzio falls, Kesselring turns his attention to wiping out your base. The key to defending your base successfully against persistent attacks is to take out the nearby corps HQ to the west. If you have tanks, punch through the line and destroy it. Otherwise, use a few air strikes to eliminate it. Heavy tanks are a much better investment because you can use them to defend your base, too.

ALLIES CAMPAIGN



Use heavy tanks to penetrate the southern mountain pass of the Gustav Line, then destroy the nearby corps HQ.

Destroying the Gustav Line's corps HQ deprives the surrounding German regiments of supply, allowing you to pound them relentlessly till they're annihilated. Destroy the regiments and structures clustered around the southern mountain pass first (where the corps HQ was located), then turn north to wipe out the remaining German forces. Removing Kesselring's Gustav Line doesn't prevent future attacks on your base, so keep a solid defense at the northern and southern passes. Position at least two heavy tank regiments at each access point. As the battle proceeds, you'll need to defend your base from several more attacks, so stay put for now.

CONDUCT A STRATEGIC BOMBING CAMPAIGN



Use air strikes and Carpet Bombing to wipe out Kesselring's corps HQ and division HQs.

TIP

British heavy tank regiments are costly and slow, but their offensive and defensive capabilities are necessary to hold back the onslaught of armor Kesselring throws at you. Once entrenched, the tanks can form a nearly impenetrable defensive line. Support them with air strikes as needed.

You won't be able to make a dent in Kesselring's remaining forces till you take action against his supply chain. Since most of his key structures are positioned on the opposite side of the map between Rome and Albano, the best way to attack them is with persistent air strikes. Build at least one more airfield, then upgrade your bombers with *Self-Sealing Fuel Tanks* and *Increased Bomber Payload*. This gives them the offensive and defensive boost to maximize each strike's damage. Begin by locating

Kesselring's corps HQ just south of Rome. If you have enough experience points, consider launching another *Carpet Bombing* special operation. But first, weaken the corps HQ and any surrounding division HQs with a few air strikes. Once the bombers drop all of their bombs, hit the corps HQ with *Carpet Bombing*. This will eliminate the corps HQ as well as any nearby division HQs that sustained damage earlier. Once the corps HQ is down, start hitting the remaining division HQs, focusing first on armor then on mechanized. Not only does this deprive Kesselring's regiments of supplies, but it also reduces his income, bringing his expansion to a grinding halt. Keep up the air strikes and *Carpet Bombing* raids till all of Kesselring's armor and mechanized division HQs are destroyed.

CAPTURE ALBANO AND ROME



Rendezvous with the American forces and conduct a combined attack on Albano.

As your strategic bombing campaign progresses, Eisenhower's forces begin a northward push toward Albano. Meet his forces on the city's eastern side with two or three regiments of heavy tanks to aid his assault. A coordinated attack is important to success, so watch the American forces carefully and attack at the same time they do. Meanwhile, keep your base protected with a few tank regiments – attacking Albano doesn't necessarily mean Kesselring will forget about your base. Fortunately, because you eliminated his division HQs, all the

damage that you and the Americans deal to the enemy regiments is permanent, making the engagements easier and easier as time goes by. Keep pushing against Albano till it falls into Allied hands. Next, turn your attention to Rome. The final assault should be quite anti-climactic as Kesselring attempts to defend the city with his ravaged and supply-starved regiments. For the most part, capturing Rome requires you to blast the various artillery and AA bunkers positioned inside and around the city. Once these structures are gone, Rome falls into Allied hands, bringing this intense battle to a conclusion.

ALLIES CAMPAIGN



After capturing Albano, turn north and drive into Rome. Destroy the various defensive bunkers to gain control of the city and win the battle.

Operation Overlord: D-Day

BRIEFING

CONFIDENTIAL

Despite the victories in southern Italy, the march northward remains slow, and the bulk of German forces have been able to continue to fight against Russia. At Stalin's urging, the time has come to open a new front. On June 6th, 1944, this front will be opened with an amphibious invasion in Normandy that will mark the final days of Germany's conquest. Despite substantial misinformation fed to the Germans about the time and location of the landing, coastal defenses remain enormous. D-Day is about to begin.

PRIMARY OBJECTIVES:

- * Capture and hold Douvres.
- * Capture and hold Bayeux
- * Capture and hold Carentan.

SECONDARY OBJECTIVES:

- * Destroy Rundstedt's forces.
- * Destroy Rommel's forces.

STARTING MONEY (INCOME):

3651 (-235)

AMMO RESERVES: -83

OIL RESERVES: -23

BUILDING CAPACITY: 0/20

UNIT CAPACITY: 6/18

ALLIED GENERALS:

General Eisenhower and
Field Marshal Montgomery



PRIMA Official Game Guide

SPECIAL OPERATIONS:

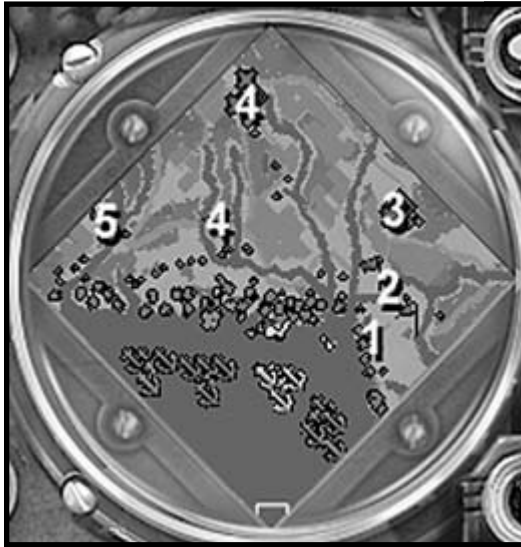
- * Mechanized Advance
- * Lend Lease
- * Mechanized Resupply
- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker

AXIS GENERALS:

Field Marshal Rommel and
Field Marshall Rundstedt

SPECIAL OPERATIONS:

- * Blitzkrieg
- * Forced March
- * Panzer Holhe
- * V Weapons
- * Armored Resupply
- * Demoralization



LEGEND

1. Assault Beach/Establish Base
2. Capture Valognes/Carentan
3. Destroy Rommel's Base
4. Destroy Rundstedt's Base/Capture Bayeux
5. Capture Douvres

ASSAULT THE BEACH/ESTABLISH A BASE

In the early moments of the battle, speed and decisiveness are of the utmost importance. The Allies have the strength advantage, but it won't last long. You need to get your troops ashore and build a base before the German forces can strengthen the defenses around the cities. The bulk of the Allied forces will land on the beach between Bayeux and Carentan – don't land there. If you do, the beach will get extremely crowded, making it difficult to build new structures. Instead, move your fleet west at the very start and push your battleships toward the beach just south of Valognes. This beach provides more room for expansion and gives your forces a great staging area for assaulting Carentan and Rommel's base.

ALLIES CAMPAIGN



Land your troops on the beach south of Valognes, then use infantry and your battleships to capture the beach bunkers.

bunkers in the area – just the ones that pose a threat to your base's structures. The beach bunkers only have a forward firing arc, so they can't attack regiments or structures that are placed behind them. It may be necessary to work your way farther inland to destroy a few artillery bunkers before the beach is safe for base construction.



Construct a corps HQ and other structures near the beach so your battleships can protect them.

infantry. So your infantry regiments should be able to hold back most probing attacks. Use your battleships for fire support as needed. Meanwhile, build up an attack force of three medium tank regiments.

Start the assault by pushing three infantry regiments ashore – one from each battleship. Use them to scout the beach and locate the machine gun and artillery bunkers. As soon as the bunker positions are spotted, blast them with your battleships and then use your infantry to capture them. Your battleships can completely weaken the bunkers, but you can't capture them till your infantry attacks. Work from one bunker to the next till you've captured three or four. Don't worry about capturing and converting all the

Once a large area is clear of enemy bunkers, move a corps HQ ashore and begin constructing your base. It's imperative that you stop the drain on your income as soon as possible, so immediately build some ammo and oil depots to compensate. Then start constructing division HQs. When you have an infantry division HQ, recruit some infantry regiments and place them around your base's north side. Attacks will originate from Valognes and Carentan, but usually won't consist of anything more than

CAPTURE VALOGNES/CARENTAN



Valognes should fall quite easily, but position troops on the eastern and western flanks to prevent counterattacks.

As medium tanks start trickling out of your armor division HQ, immediately move them north into Valognes. Resistance should be light, consisting of nothing more than a few infantry regiments and perhaps some halftracks. Upon capturing Valognes, move your infantry north into the city. Position half of your troops on the river ford to the east and the other half (along with your tanks) on the western river ford. Holding these river crossings prevents Rommel's forces from moving against your base, so make sure they're covered at all times.



Drive into Carentan with your medium tank regiments.

While your infantry regiments entrench in Valognes, push your medium tanks west, into Carentan. Rommel's base sits on the northern edge of the city, increasing the likelihood of stiff resistance. Still, his regiments are relatively weak compared to your medium tanks. Slice through Rommel's infantry and halftrack regiments to secure the city. Once you've driven the German defenders out of Carentan, swing your medium tanks north and form a defensive line. Then select your infantry regiments on the

western side of Valognes and move them to Carentan's western river ford. Maintaining control of eastern Valognes, and northern and western Carentan is necessary to keep your base secure. While holding this line, construct another armor division HQ and begin cranking out three more medium tank regiments.

ALLIES CAMPAIGN



Form a defensive line on the western and northern sides of Carentan using tanks and infantry.



DESTROY ROMMEL'S BASE



Combined Allied air strikes mark the end of Rommel's corps HQ.

Now's the perfect opportunity to strike Rommel's base. Instead of barging in with your tanks, hold your defensive line at Carentan and use your aircraft carrier to order a couple of air strikes on Rommel's corps HQ. It's location should be obvious by now, thanks to other Allied air raids. If not, run a recon flight just north of Carentan. It takes three or four air strikes to completely demolish the corps HQ – fewer if British bombers have already hit it.



Prepare for the flood of division and depot trucks moving through Carentan once Rommel's corps HQ falls. Pick them off with your tanks and infantry as they attempt to escape the city.

Destroying the corps HQ eliminates Rommel's source of supply, causing his various division HQs and depots to pack up and move elsewhere. Since Carentan is the next closest source of supply, expect a heavy drive from the north toward the city. Your entrenched medium tanks should be able to repel the attack. When Rommel's forces realize they can't take Carentan, his convoy turns west toward Bayeux and Douvres. Fortunately, your infantry regiments are in place along Carentan's western exit. Keep them positioned at the river ford and allow them to open fire

on the division HQ and depot trucks as they attempt an escape. Even if they make it out of Carentan, they'll be damaged and your Allied comrades to the west can easily pick them off.

DESTROY RUNDSTEDT'S BASE/CAPTURE BAYEUX

Back at your base, select and group your three new medium tank regiments and move them around the eastern side of Valognes. From there, drive northwest toward the position where Rommel's corps HQ used to be. Wipe out any remaining regiments and structures, then continue pushing toward the river ford to the northwest. This is your new assault force. Use them to drive west into Rundstedt's territory. Rundstedt's base (or what's left of it) is in the map's northern corner. By now, persistent Allied bombing has probably left little more than a few craters. Still, scour this area of the map and destroy any remaining structures. If Rundstedt's



Roll your new medium tanks west toward Rundstedt's base and destroy any structures that remain.

ALLIES CAMPAIGN

corps HQ is still standing, hold your tanks back and order a few air strikes. Otherwise, drive through the ruins of his base and turn south toward Bayeux.

With Rundstedt's base demolished, capturing Bayeux should be a piece of cake. Drive in from the north along the narrow piece of land flanked by two rivers. If your Allies have kept up the pressure, resistance within the city should be very light. Destroy any bunkers and infantry regiments in and around the city to capture it. Due to constant bombing, Bayeux's zone of supply may take a while to reappear. Hold your tanks in the city, positioning them along the western side to prevent counterattacks. When the zone of supply reappears, let your tanks rest and recover before moving them west into Caen.



Drive into Bayeux and engage any defenders still holed up inside the city.

CAPTURE DOUVRES



A few bunkers may be all that's left of the German defenders at Douvres. Still, proceed with caution as you approach the city.

on the eastern side of the city, resistance should be nonexistent. Wipe out the bunkers and rout any shell-shocked infantry regiments to secure the city and win

Before moving toward Douvres, make sure Bayeux is defended. Chances are some British infantry and halftracks will move into the city after your tanks capture it. If not, move some of your infantry and tanks from Carentan to hold it. At this point in the battle, the last thing you want to do is leave a city open for recapture by the Germans. Once Bayeux is well defended, select your medium tanks and move them west. Like Bayeux, the destruction of Rundstedt's and Rommel's bases is apparent at Douvres. With the exception of a couple of bunkers



PRIMA Official Game Guide

the battle. Continue playing if you still haven't completed the secondary objectives of eliminating Rundstedt's and Rommel's forces. Some stragglers may still lurk somewhere on the map. Use reconnaissance flights to find them, then order air strikes to wipe them off the map. It may seem like overkill, but it's the quickest way to hunt them down and complete the secondary objectives.

Normandy Breakout

BRIEFING

CONFIDENTIAL

The successful landings across the Normandy coast have enabled the establishment of a significant beachhead on the continent. Desperate because of the direction the war has taken, the Germans are fighting ruthlessly to defend the hedgerows and battlefields lying between the Allies and the rest of France. France's liberation is at hand, and total victory draws near.

PRIMARY OBJECTIVES:

- * Capture and hold Caen.
- * Capture and hold Saint Lo.
- * Capture and hold Cherbourg.

STARTING MONEY (INCOME):

1024 (+60)

AMMO RESERVES: +10

OIL RESERVES: 0

BUILDING CAPACITY: 3/20

UNIT CAPACITY: 3/5

ALLIED GENERALS:

General Eisenhower and
Field Marshal Montgomery

SPECIAL OPERATIONS:

- * Mechanized Advance
- * Lend Lease
- * Mechanized Resupply
- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker

ALLIES CAMPAIGN

AXIS GENERALS:

Field Marshal Rommel and
Field Marshal Rundstedt

SPECIAL OPERATIONS:

- * Blitzkrieg
- * Forced March
- * Panzer Holhe
- * V Weapons
- * Armored Resupply
- * Demoralization



LEGEND

1. Capture Cherbourg
2. Break Through the German River Defenses/Extend the Supply Lines
3. Bomb/Capture Caen
4. Bomb Rundstedt's Base
5. Capture Saint Lo

CAPTURE CHERBOURG



Build an armor division HQ as soon as possible and start producing medium tanks.

Eisenhower's and Montgomery's forces are separated at the start of the battle; so are Rommel's and Rundstedt's. It's your job to make the divide even more pronounced by turning against Cherbourg and wiping out Rommel's forces. Then you can turn against Rundstedt's holdings to the south. But you'll need some heavy firepower before striking out against the German positions. Start off by building a mechanized division HQ, followed by an armor division HQ. Then construct a

motor pool so you can begin building medium tank regiments – these make up the bulk of your attack force. Once an armor division HQ is constructed, remember to attach your existing medium tank regiment, assuming it's still alive. Leave the starting medium tank regiment and infantry along your base's southern edge.



Attack the infantry division HQ and corps HQ on the southwestern side of Cherbourg.

Meanwhile, construct two more medium tank regiments and move them northwest toward Cherbourg. Your tanks first encounter a couple of oil depots along the road just south of the city. Destroy them and keep pushing north. On the city's southern side, your tanks meet an infantry division HQ and a corps HQ. Destroy both structures and any other defensive bunkers placed along the southern side of the city. But stop short of invading Cherbourg – Rommel has positioned several infantry regiments along the city streets.



Destroy the infantry regiments defending Cherbourg with a few air strikes.

Even with your tanks' impressive firepower, you'll have a hard time routing these entrenched infantry regiments. So construct an airfield back at your base and target the city streets with air strikes, particularly along the eastern and western sides of the central church. Three or four air strikes should be sufficient to weaken the defending regiments. During the bomber passes, inspect the defenders and monitor their strength. The defending infantry won't put up much of a fight, but

the light tank and halftrack regiments on the city's flanks will. Clear the city's eastern and western edges before driving toward the center. Once you destroy all enemy regiments, you take control of the Cherbourg, removing Rommel's forces from the battle.

ALLIES CAMPAIGN

BREAK THROUGH THE GERMAN RIVER DEFENSES/EXTEND THE SUPPLY LINES

To secure Cherbourg and your base from counterattacks, it's imperative that you take control of the two river fords to the southwest. Controlling these choke points allows your forces to control the flow of ground forces moving north. Right now, both river fords are in German hands, and are heavily defended by tanks, halftracks, infantry, and bunkers. You'll need a second group of tanks before pushing through these defensive lines, so build another armor division HQ and build three more medium tank regiments. Next, build two or three supply depot trucks and use them to extend your base's line of supply toward the eastern river ford. This allows your tanks to resupply near the action.



Use overwhelming force to punch through the German defensive lines at the river fords.

Assemble your medium tank regiments into two groups, each consisting of three regiments. Then move both groups west, toward the first river ford. Attack the bunkers on the eastern riverbank first. Meanwhile, conduct an air strike on the eastern bank, weakening the German regiments entrenched there. When the eastern bunkers are down, approach the river ford with one medium tank group and begin attacking the defenders on the opposite bank. Monitor the first group's health and move

them back to the supply lines as they sustain damage. While the first group retreats, move the second tank group forward to engage the defenders. Maintain this pattern of attack to keep up the pressure on the defenders, attacking with one tank group while the other resupplies. Support the attack with air strikes, especially if Rundstedt reinforces with more tanks.



Deploy supply depots to support your advance toward the third river ford.

As the German defensive line crumbles at the first river ford, prepare to attack the next one to the southwest. Once again, use a few more supply depot trucks to extend your supply lines, then begin the assault with an air strike on the next river's southern bank. Eliminate the various bunkers on the northern bank, then slowly push your tanks across, blasting the German defenders to the south. When the second river ford is clear, hold your tanks on the river's northern side and build a few more supply depot trucks to assist the next

advance. Drive across the second river ford and turn your tanks east, toward the next river crossing. Along the way, use the supply depot trucks to extend your supply lines. Park both tank groups on the northern bank of the next river ford, and make sure they're within your new supply lines. Holding this third river ford prevents Rundstedt's forces from driving north, while giving your forces a presence on his base's front doorstep.

BOMB/CAPTURE CAEN



Bomb the defenders in Caen, then drop in an airborne infantry regiment to mop up the survivors and capture the city.

You need Montgomery's help to attack Saint Lo, so monitor his progress on the map's eastern side. If he hasn't taken Caen yet, give him a hand. First off, construct another airfield and any depots needed to support it. While it deploys, run a recon flight over Caen to locate the defenders. Like Cherbourg, several infantry regiments are entrenched along the city streets. Conduct multiple air strikes on the streets surrounding the church. Don't target any particular regiment, just target the

ALLIES CAMPAIGN

streets: The bombers keep dropping bombs till their bomb bays are empty. When the city's defenders are mostly destroyed, drop an airborne regiment along the western side of the city and use them to mop up the remaining defenders, including any artillery bunkers on the eastern side. Once the defenders and surrounding bunkers are destroyed, Caen comes under your control. Securing Caen removes a major distraction from Montgomery's eastern flank, allowing him to concentrate his attacks on Rundstedt's forces to the south.

BOMB RUNDSTEDT'S BASE



Hit Rundstedt's base with multiple air strikes, targeting his corps HQ and numerous division HQs.

By now, Rundstedt probably has a huge base just north of Saint Lo. Before attempting an attack on the city, it's important to wipe out his key structures, denying his regiments supply. If you have the funds, build a third airfield and invest in aircraft upgrades like *Self-Sealing Fuel Tanks* and *Increased Bomber Payload*. Start your bombing campaign by destroying Rundstedt's corps HQ. Follow up with attacks on his armor division HQs. If he has built clusters of ammo and oil depots, target the land in between the structures to maximize the

damage. One such cluster of depots stands along the eastern side of Saint Lo. Air strikes are expensive, so supplement your income with Eisenhower's *Lend Lease* special operation. Attacking Rundstedt's division HQs and supplies slowly chips away at his economy, making it increasingly difficult to field and support his massive army.

CAPTURE SAINT LO

When Rundstedt's base is left in ruins, rev up your medium tanks again and move them across the river, then south toward Saint Lo. Along the way, destroy all defenders and structures you encounter. Even though their support structures are gone, that doesn't mean Rundstedt's regiments are weak. They put up a good fight, so keep an eye on your medium tanks' health and move them back to your supply lines as needed. Each drive you make toward Saint Lo becomes easier and easier, as



Help the British wipe out the bunkers surrounding Saint Lo to convert the city to Allied control.

each German regiment you encounter is weak from prior engagements. Support your advance with more air strikes, targeting full-strength tank regiments and artillery bunkers. At the same time, Montgomery's forces will be pushing toward the city from the northeast. Working together, the Allied forces should have little problem mopping up the remaining defenders and capturing Saint Lo.

Operation Market Garden

BRIEFING

CONFIDENTIAL

France has been liberated and the German defenses are in disarray. A daring gambit to seize critical, lightly guarded bridges in the Netherlands has been launched. Swift airdrops followed by armored divisions will enable a surprise attack and open the way for an advance. Confidence is high, and if the mission is a success, the war could be over by Christmas.

PRIMARY OBJECTIVE:

* Capture Arnhem before the German army arrives.

STARTING MONEY (INCOME):

1061 (+95)

AMMO RESERVES: +45

OIL RESERVES: +25

BUILDING CAPACITY: 8/20

UNIT CAPACITY: 3/12

ALLIED GENERAL:

Field Marshal Montgomery

SPECIAL OPERATIONS:

- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker

AXIS GENERAL:

Field Marshall Rundstedt

SPECIAL OPERATIONS:

- * V Weapons
- * Armored Resupply
- * Demoralization

ALLIES CAMPAIGN



ASSAULT/CAPTURE EINDHOVEN



Throughout the battle, airborne infantry regiments will drop behind enemy lines, harassing the German-held cities. But they'll need armor support to make a serious dent in Rundstedt's force. That's your job, so get moving!

During this operation, time is of the essence, requiring your forces to push north and capture Arnhem before German reinforcements arrive. The time limit is one hour, so get moving as soon as the battle begins. You need more than the existing flame tank regiment and infantry to push through the stiff defenses in Eindhoven. So pull back your regiments for now and concentrate on building up a large attack force. Start by building two medium tank regiments. Next, construct a second armor



division HQ and position it to the north so it extends your supply lines toward Eindhoven's southern bridge. At the same division HQ, build three more medium tank regiments. Split your tank regiments into two groups: the flame tank and two medium tank regiments in the first group, and the three medium tank regiments in the second group. While you're building up your attack force, multiple airborne regiments drop in behind the city, destroying Rundstedt's corps HQ and division HQs.



Overwhelm Eindhoven's defenders with several tank regiments and air strikes.

You can now make a move on Eindhoven. Push your first tank group halfway across the bridge so it can engage the city's defenders. It immediately gets pounded by infantry, artillery bunkers, and a heavy tank regiment. Watch each regiment's health, and pull them back to your supply lines before they're destroyed. Replace them with the second group of medium tanks, moving them north across the bridge to keep the pressure on the defenders. Support your attack with air strikes, particularly around the infantry regiments

and artillery bunkers. Attack and retreat across the bridge using both groups of tanks until both can maintain a solid foothold within the city. Then send one group of tanks along the city's eastern side and the other along the western side. Encircle the city with armor, destroying bunkers and retreating regiments. Once the German regiments and structures are annihilated, Eindhoven falls into British hands, allowing you to use its supplies to support your advance on Nijmegen.



ALLIES CAMPAIGN

EXTEND SUPPLY LINES/CAPTURE NIJMEGEN



Move your tanks west, toward Nijmegen, supporting them with a line of supply depots that extend supplies from Eindhoven.

Even before Eindhoven is captured, begin constructing supply depot trucks at your corps HQ. You need five or six trucks to support the advance from Nijmegen. Once Eindhoven is secure, move these trucks across the bridge to the north, unpacking the first one on the city's western side. Move both tank groups west, just ahead of the supply depot trucks until they reach the bridge leading into Nijmegen. If you researched *Improved Logistics*, five supply depots should be adequate to extend your supply lines from Eindhoven to the southern edge of Nijmegen, providing constant supply for your tank groups.



Hit the structures on Nijmegen's western side with air strikes and a Carpet Bombing special operation.

As your tanks approach Nijmegen's southern bridge, they encounter a few bunkers and Goliath infantry regiments. While you tanks engage the defending regiments, conduct a few recon flights over the western side of the city. Here they find a corps HQ and a few division HQs. Launch an air strike against the corps HQ and the mechanized division HQ. Once your bombers drop all of their bombs, use the *Carpet Bombing* special operation to wipe out the corps HQ, mechanized division HQ, and any

nearby bunkers or infantry. Now you can drive your tanks into the city. Just like the Eindhoven advance, begin by attacking and retreating across the southern bridge,

using both tank groups to keep constant pressure on the city's defenders. When your tanks bust out across the bridge, pour both tank groups into the city, focusing on the perimeter defenses and structures first. Meanwhile, conduct more air strikes on the city's center, to rout or destroy entrenched infantry regiments. Move your tanks around the city's perimeter and engage more structures and bunkers to the north.



Rush into Nijmegen with your tanks and destroy the surviving defenders and structures.

EXTEND SUPPLY LINES/CAPTURE ARNHEM



Support your advance to Arnhem with the same supply depot trucks used during your attack on Nijmegen.

When Nijmegen comes under British control, pack up all five supply depots linked to Eindhoven and move them into your newly captured city. Now it's time to link supplies from Nijmegen to Eindhoven. Unpack one supply depot truck at a time while moving both tank groups east. Back at your base, recruit a few infantry regiments and move them into Eindhoven and especially Nijmegen. German counterattacks on both cities are unlikely, but it's a good idea to keep defenders behind, just in case a regiment or two slip past

your advancing tanks. If you haven't already, construct another airfield, too – air power will make capturing Arnhem much easier.

ALLIES CAMPAIGN



With your supply lines in place, attack the heavy defensive positions protecting the Arnhem bridge.

inflicted damage or destroyed a corps HQ and division HQ along the city's western side. If these structures are still standing, hit them with air strikes until they're destroyed. Make sure all division HQs are destroyed before attacking the city with your tanks.



Use a Carpet Bombing operation on the northern end of Arnhem bridge to wipe out several bunkers and infantry regiments. The strike also weakens tank and halftrack regiments.

Hold your tanks back from Arnhem's southern bridge until your supply lines are fully extended. Then push against the bridge's southern defenses with both tank groups. Here they come up against multiple bunkers and a few infantry regiments. Destroy these structures and infantry regiments, then position your tanks on the bridge's southern side, allowing them to rest and resupply. While your tanks attack the southern bridge defenses, conduct a couple of recon flights over the city. During the battle, airborne regiments may have

Just prior to your tank invasion, use another *Carpet Bombing* special operation on the northern end of the bridge. The attack won't destroy the armor regiments, but it does destroy all infantry regiments and artillery bunkers within its blast radius. As soon as the *Carpet Bombing* operation is complete, rush your first group of tanks across the river to engage the damaged and demoralized defenders. They should be able to gain a foothold within the city pretty fast. Follow through by moving your second tank group across the bridge. Send your first group of tanks along the city's western side, and your second group along the



PRIMA Official Game Guide

eastern side. Concentrate on destroying tank and halftrack regiments first, then turn your attention to the infantry. Mop up the rest of the city by taking out bunkers and other structures. Once Arnhem is free of German units and structures, it converts to British control, giving the Allies another stunning victory with several minutes to spare – if you're quick!



Rush into Arnhem with all of your tanks to capture it before German reinforcements arrive.

Battle of the Bulge

BRIEFING

CONFIDENTIAL

Allied Intelligence was wrong. The bridges that were supposed to be lightly defended and easily seized in Operation Market Garden were instead heavily defended by German armored units. As the allied offensive bogged down, the Germans used the opportunity to plan a desperate winter counterattack through the Ardennes Forest. Their hope is to capture Antwerp and split the Allied armies. A German victory here could crush the unprepared British and American forces, who lack their usual air superiority due to bad winter weather. Such a victory would leave the Russians isolated against a renewed German attack. However, if the Allies can hold off the charge, the fuel-starved Germans will easily fall.

PRIMARY OBJECTIVE:

* Defend Bastogne until reinforcements arrive in 20 minutes.

STARTING MONEY (INCOME):

2028 (+60)

AMMO RESERVES: +20

OIL RESERVES: +35

BUILDING CAPACITY: 5/20

UNIT CAPACITY: 8/6

ALLIED GENERAL:

General Patton

SPECIAL OPERATIONS:

- * Mechanized Advance
- * Fighting Spirit
- * Supply Drop

AXIS GENERAL:

Field Marshall Rundstedt

SPECIAL OPERATIONS:

- * V Weapons
- * Armored Resupply
- * Demoralization

ALLIES CAMPAIGN



LEGEND

1. Defend Bastogne from Air and Ground Attack

FORTIFY THE CITY/POSITION REGIMENTS



It's up to your engineers to defend the two airborne division HQs from air strikes by constructing AA bunkers. Repair the HQs and bunkers after each air raid.

Like Operation Market Garden, this mission is timed. But this time you want the clock to expire, as your airborne infantry and engineer regiments hold back wave after wave of Rundstedt's forces. Your defensive force consists of six experienced airborne infantry regiments (from the 101st Airborne Division) and two engineer regiments. The airborne regiments are attached to the two airborne division HQs on the north side of the city. You must keep these HQs safe from constant aerial bombardment, otherwise your airborne infantry regiments won't be able to

resupply. So at the very start of the battle, select your two engineer regiments and begin constructing multiple AA bunkers around the HQs. Cluster three or four AA bunkers in tight groups on the city's north side. Then consider building a few more



PRIMA Official Game Guide

to the south and east. Don't worry about letting your ammo reserves dip into the red. You have plenty of money and you only need to hold out for twenty minutes. No matter how many AA bunkers you build, a few bombers will slip through. So keep an eye on each HQ's health throughout the battle and repair them as necessary.



Lacking an infantry division HQ, your engineer regiments can't resupply. During attacks, keep them away from the action and don't repair the airborne division HQs during air raids – wait till the German bombers are shot down, then repair the structures.

While your engineers construct AA bunkers, divide your airborne regiments to defend the city's five separate avenues of attack. Move one regiment to cover the road to the northeast. This is important to defend your HQs against ground attacks. Another regiment should be placed along the city streets covering the road to the southeast. The dirt road leading into the forest to the south should be covered by two regiments, as they'll face heavy resistance. Deploy another regiment just west of your westernmost airborne division HQ – enemy units will attack from the nearby forest. Finally, place your sixth regiment in the woods to the northwest to protect your HQs and oil depot from attack. With the exception of the northwestern regiment, all of your troops should be placed within the city's terrain modifier, giving them a tremendous defensive advantage, especially once they entrench themselves.

TIP

Before the attacks get too heavy, consider moving your ammo depot (on the southern side of the city) north, so it's better protected by the AA bunkers positioned around the airborne division HQs.



ALLIES CAMPAIGN

DEFEND BASTOGNE FROM THE FIRST ATTACK WAVE

Attack Wave 1	
Direction	Attacking Regiments
Northeast	1 Infantry Regiment, 1 Mechanized Infantry Regiment 2 Infantry Regiments 1 Artillery Infantry Regiment 3 Infantry Regiments
Southeast	
South	
West	



Your airborne regiment to the west must hold off an attack from three infantry regiments. As long as they're entrenched and within the city's terrain modifier, they'll be able to repel this attack.

The first attack wave gets underway with a little more than 18 minutes left on the timer. As long as your regiments are in place, they should have little problem holding back this relatively light attack. Your regiment to the west faces the stiffest resistance so consider using Patton's *Fighting Spirit* special operation to give them an offensive and defensive boost to drive back the three German infantry regiments attacking from the forest. Once the first attack wave is defeated, continue building AA bunkers with your engineers, and conduct repairs on

the airborne division HQs. If time allows, build a bunker to the northwest, near the oil depot, to aid your northwestern regiment.

DEFEND BASTOGNE FROM THE SECOND ATTACK WAVE

Attack Wave 2	
Direction	Attacking Regiments
Northwest	2 Infantry Regiments 1 Medium Tank Regiment 1 Halftrack Regiment, 2 Infantry Regiments 1 Artillery Halftrack Regiment, 1 Infantry Regiment 1 Mechanized Infantry Regiment
Southeast	
South	
West	
Northeast	



PRIMA Official Game Guide



Use the *Fighting Spirit* special operation on your southeastern regiment to help them defeat the medium tank assault.

At the 15 minute mark, the second attack wave is announced. This time Rundstedt's attack is considerably heavier, featuring halftracks and tanks. Your regiment in the streets to the southeast comes up against a medium tank regiment. Grant them Patton's *Fighting Spirit* special operation to help them destroy the enemy tanks. If you completed the northwest bunker in time, your nearby regiment will be grateful, as the bunker helps them mow down the two advancing infantry regiments. The halftrack regiments approaching

from the south and west won't stand a chance against your regiments entrenched within the city. When the smoke clears, use your engineers to construct an artillery bunker on the city's eastern hill to help support your regiment to the southeast. If you have the time, construct another artillery bunker on the same hill covering the road to the northeast.

<p><small>Special Operation</small></p> <p>NOTE</p> <p><small>PTBA #3 GOVT+BXK WASHINGTON DC 16 1205P 60 JUN 16 PM 12 23</small></p>	<p>This battle is a perfect example of how bonuses and resistances from entrenchment, rank, and terrain modifiers combine to greatly enhance a regiment's defensive and offensive capabilities.</p>
---	---

DEFEND BASTOGNE FROM THE THIRD ATTACK WAVE

Attack Wave 3	
Direction	Attacking Regiments
Northwest	1 Infantry Regiment
South	1 Halftrack Regiment, 1 Artillery Infantry Regiment
West	1 Artillery Halftrack Regiment
Southeast	1 Heavy Tank Regiment

ALLIES CAMPAIGN



Your southeastern regiment faces another armor attack during the third wave – this time from heavy tanks. Make sure an artillery bunker is in place to provide support.

With 10 minutes left to go, the third attack wave is announced. This wave isn't quite as substantial as the previous one, but it features more vehicles, including a heavy tank regiment moving up the southeastern road. As you did in the previous engagement, use the *Fighting Spirit* special operation on your southeastern regiment. The nearby artillery bunker your engineers constructed aids them in demolishing the heavy tanks. The rest of your regiments should be able to hold back the remaining attacks with few

complications. As the third attack wave ends, use your engineers to conduct repairs and build at least one more bunker – an artillery bunker along the northeastern road, near your entrenched regiment.

DEFEND BASTOGNE FROM THE FOURTH ATTACK WAVE

Attack Wave 4	
Direction	Attacking Regiments
Northwest	2 Infantry Regiments
Northeast	2 Infantry Regiments, 1 King Tiger Regiment
West	3 Infantry Regiments
South	2 Infantry Regiments, 1 King Tiger Regiment
Southeast	5 Infantry Regiments





The King Tiger regiments attack along the northeastern and southern roads. Your two southern regiments can withstand the attack, but your northeastern regiment needs Fighting Spirit to defeat these tanks.

Patton's reinforcements are just 5 minutes away when the fourth attack wave is announced. As expected, the last wave is the most intense, so your regiments must be at full strength and entrenched. The most significant attacks come from the northeast and south, each featuring a King Tiger regiment. Since you have two regiments to the south, give the *Fighting Spirit* special operation to your northeastern regiment. This added boost and the nearby artillery bunkers allow them to defeat the attackers quite handily. But keep an eye on your southeast regiment too, as they face a massive assault from five infantry regiments. Fortunately, the artillery bunker on the hill to the east lends a helping hand. Attacks from the west and northwest are relatively minor, and are easily defeated by your entrenched regiments. While fighting off the last wave, Patton's reinforcements appear in the southern map corner, working their way north toward Bastogne. However, the battle comes to an end as soon as the timer reaches zero and the city is still controlled by the 101st.



Patton's convoy races north as your regiments defend Bastogne. They won't arrive in time to help out, so your airborne regiments must defeat the fourth wave by themselves.

ALLIES CAMPAIGN

Fall of Berlin

BRIEFING

CONFIDENTIAL

As the Americans and British defeat the Germans in the Battle of the Bulge, the Russian army marches ever closer to Berlin. Desperate to forestall defeat, in hopes of being conquered by the Americans and British, the Germans fight savagely to hold on as long as possible. Victory and retribution is at hand!



LEGEND

1. Defend Konev's and Rokossovski's Bases
2. Assault/Capture Stettin
3. Destroy Kesselring's Northern Base
4. Assault/Capture Frankfurt
5. Destroy Kesselring's Southern Base
6. Bomb/Assault Berlin

PRIMARY OBJECTIVE:

- * Capture Berlin.

STARTING MONEY (INCOME):

893 (+5)

AMMO RESERVES: -10

OIL RESERVES: +10

BUILDING CAPACITY: 1/20

UNIT CAPACITY: 2/0

ALLIED GENERALS:

Marshal Zhukov, Marshal Konev,
and Marshal Rokossovski

SPECIAL OPERATIONS:

- * Communist Purge
- * Supply Drop
- * Russian Sabotage
- * Communist Zeal
- * Military Gear Up
- * Smoke Barrage
- * Communist Zeal
- * Rapid Deployment
- * Double the Guard

AXIS GENERAL:

Field Marshall Kesselring

SPECIAL OPERATIONS:

- * Blitzkrieg
- * Supply Drop
- * Military Gear Up



DEFEND KONEV'S AND ROKOSSOVSKI'S BASES

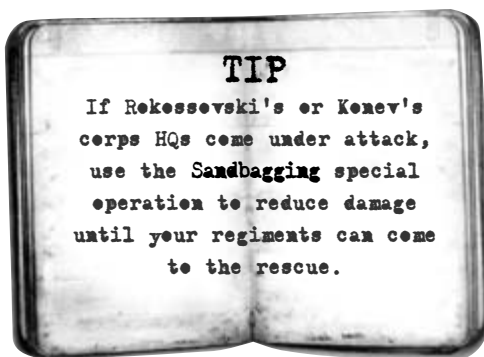


Build at least three anti-tank halftrack regiments and use them to defend Rokossovski's base.

Although the Russians begin this battle with three separate generals and bases, Kesselring has the early advantage, starting with several division HQs capable of cranking out halftracks and tanks. Not only do you need to build up your forces fast, but you need to make sure Konev's and Rokossovski's bases don't fall. Begin by building an infantry division HQ, followed by a motor pool and a mechanized division HQ. Start producing anti-tank halftrack regiments as fast as possible and move them toward the bridge to the northwest.

Destroy the two bunkers and

artillery bunker on the river's opposite side to link your base with Rokossovski's. Now you can move units toward his base if he needs assistance.



Kesselring already controls Stettin and Frankfurt, giving him the opportunity to strike your comrades' bases. Rokossovski's base to the north is likely to be the first to come under attack, so keep an eye on the mini-map while producing anti-tank halftrack regiments – as soon as you see German forces pushing into his territory (or Konev's), respond by moving your halftracks to meet them. Then move your existing anti-tank infantry regiments to the opposite base. Back at your base, save up some money till you can afford an armor division

HQ, then research *Heavy Tanks* at your motor pool. Begin producing heavy tank regiments as soon as your funds and resources allow. Meanwhile, maintain a presence at Konev's and Rokossovski's bases until they can defend themselves from attack.

ALLIES CAMPAIGN

ASSAULT/CAPTURE STETTIN



Rush through Stettin with your halftracks and eliminate the various bunkers to take control of the city.

Rokossovski slowly builds up an attack force while your anti-tank halftrack regiments stand guard. When his regiments start pushing northwest toward Stettin, provide support with your halftracks. Destroy the two bunkers on the eastern riverbank before pushing across the bridge. As your halftracks move along the bridge, they are attacked by two artillery bunkers on the western river bank. If necessary, retreat back to Rokossovski's supply lines before making another drive. Eventually you can push into Stettin, but you

must take out a few more artillery bunkers on the northern and western sides of the city before it comes under Russian control. Allow your halftracks to resupply within the city before moving out against Kesselring's nearby base.

DESTROY KESSELRING'S NORTHERN BASE



After capturing Stettin keep driving west to eliminate this northern base. Don't let the division HQs pack up and escape.

Stettin won't be secure till you wipe out Kesselring's northern base east of the city. Make sure Stettin is adequately defended by a few of Rokossovski's men before setting out. Move your halftracks directly east, driving toward the northeastern map edge. They eventually run into a few German structures including a corps HQ and a couple of division HQs. Unless you're extremely lucky, there are probably some defending tank and halftrack regiments scattered about. Attack the defending regiments first before

hitting the structures. Blast through a few depots before you target the corps HQ. Keep up the attack until you can destroy the German source of supply. Once the corps HQ falls, any surviving division HQs may try to escape to Frankfurt or North Berlin. Don't let this happen. Leave no structure standing, then move your halftracks back to Stettin to resupply, positioning them in a defensive line along the city's southern side.

ASSAULT/CAPTURE FRANKFURT



Drive the Germans out of Frankfurt with your new heavy tanks, then destroy the surrounding bunkers to take control of the city.

While taking Stettin, keep cranking out heavy tanks back at your base. When you have a full division (three regiments) move them south toward Frankfurt's bridge. By now Konev is probably making a move against the German-held city. Join his forces, helping them secure the bridge by eliminating the bunkers on the river's eastern bank and artillery bunkers on the western bank. Your action at Stettin should draw a number of defenders out of Frankfurt, but your heavy tanks still face stiff resistance in the form of light tanks and halftracks.

Although your tanks possess superior firepower and armor, it may be necessary to fall back and resupply within Konev's supply lines. This is always preferable to losing an expensive heavy tank regiment, so advance with extreme caution and be prepared to run east if you encounter a large German force. Persistent attacks by your heavy tanks and Konev's forces eventually allow you to gain a foothold within the city. Immediately move your tanks to the northwestern side of the city and demolish any bunkers the German defenders may have constructed. Once the city is clear of enemy units and structures, Frankfurt comes under Russian control, granting you a supply source near Berlin.

DESTROY KESSELRING'S SOUTHERN BASE

Even with Stettin and Frankfurt under your control, Kesselring's forces show no sign of weakening. So keep both cities well defended at all times, with your anti-tank halftracks in Stettin and your heavy tanks in Frankfurt. Meanwhile, return to your base to build a few more structures. First off, construct an airfield and use it to run recon flights along the southwestern edge of the map, in between the two large mountain ranges. Kesselring has another base here; it's approximately the same size as his

ALLIES CAMPAIGN

northern base. While running recon flights, construct another armor division HQ and start producing more heavy tanks. When you have three new heavy tank regiments, move them into Frankfurt to relieve your existing heavy tank regiments of guard duty.

Begin the attack on Kesselring's southern base by hitting the corps HQ with a couple of air strikes. As your bombers fly in, move your experienced heavy tanks south to engage the base's structures. Destroy the corps HQ with a third air strike as your tanks draw near. With their supply source eliminated, the division HQs pack up and attempt to move to South Berlin. Move your tanks along the base's western side to prevent their escape. Annihilate all the division HQ trucks, then mop up the remaining structures, including a few depots. Kesselring will probably try to retaliate by sending a few tank regiments from South Berlin. Instead of fighting, move your heavy tanks back to Frankfurt to resupply.



Eliminate the corps HQ with air strikes, then mop up the division HQs and depots with your heavy tanks.

BOMB/ASSAULT BERLIN



Conduct multiple air strikes over South Berlin. Begin by taking out the corps HQ, then concentrate on destroying armor division HQs.

The division HQs destroyed at Kesselring's northern and southern bases will quickly be replaced unless you destroy his final corps HQ near South Berlin.

Unfortunately, this structure is insulated by several regiments and bunkers, making a ground assault unfeasible. Therefore, build a couple more airfields back at your base. While the new airfields produce bombers, run a few recon flights over South Berlin to locate targets. Also, research *Self-Sealing Fuel Tanks* – your aircraft will need extra protection to withstand the



PRIMA Official Game Guide

German air defenses over Berlin. When all three airfields are fully operational, order six air strikes (with escorts) on Kesselring's corps HQ. Instead of targeting the building, target the ground surrounding the HQ. This inflicts damage on all surrounding structures as well. Destroying the corps HQ keeps Kesselring from building more structures. Now you need to hit his division HQs.



Raid the German structures near South Berlin with your heavy tanks, then fall back when Kesselring's forces counterattack. Retreat to the south and use the Supply Drop special operation to heal your tanks before conducting another raid.

While conducting air strikes against the structures surrounding Berlin, move all of your heavy tank regiments south, toward the former location of Kesselring's base. Then move your tanks northwest along the map edge. Use all six heavy tank regiments to raid the structures near South Berlin with a quick attack. Inflict as much damage as possible, then, when Kesselring's tanks and halftracks move in to retaliate, select all of your tanks and move them south toward the mountains. Keep running until the chasing regiments peel off. If your tanks sustained damage during the raid or escape, use Zhukov's *Supply Drop* special operation to provide a temporary zone of supply: It sure beats moving back to Frankfurt. Continue attacking South Berlin with your heavy tanks, utilizing retreats and *Supply Drops* to keep them in top shape.



Push into South Berlin with your heavy tanks while Konev and Rokossovski (along with your halftracks) capture North Berlin.

ALLIES CAMPAIGN

As a result of your persistent air strikes and tank attacks, Kesselring's forces slowly weaken. Monitor Konev and Rokossovski's progress against North Berlin, then join their assault with your anti-tank halftracks still positioned in Stettin. Meanwhile, squeeze South Berlin with your heavy tanks, slowly working your way into the city. Deprived of their division HQs needed for resupply, Kesselring's remaining regiments slowly collapse, potentially fleeing the city altogether. Don't worry about chasing them down. Capturing and holding North and South Berlin are your only objectives. Greet your comrades in the city's center and congratulate yourself on wiping out the Third Reich.

Battle of Iwo Jima

BRIEFING

CONFIDENTIAL

As the European theater ground to its inevitable close, the Americans made enormous headway in the Pacific. With island after island falling before their advance, attack on the Japanese home islands seems within their grasp. With the fall of Saipan, Tokyo is now within bomber range, but the Japanese have tenaciously denied air superiority with their interceptors on Iwo Jima. To enable aerial strikes against the Japanese Islands, the Japanese airbase on Iwo Jima must be taken.

PRIMARY OBJECTIVES:

- * Capture and hold the southwest Japanese airfield.
- * Capture and hold the middle Japanese airfield.
- * Capture and hold the northeast Japanese airfield.

SECONDARY OBJECTIVE:

- * Destroy all Japanese forces.

STARTING MONEY (INCOME):

2335 (-305)

AMMO RESERVES: -115

OIL RESERVES: -25

BUILDING CAPACITY: 0/20

UNIT CAPACITY: 8/10

ALLIED GENERAL:

Admiral Nimitz

SPECIAL OPERATIONS:

- * Atomic Bomb
- * Assembly Line
- * Economic Aid

AXIS GENERAL:

General Kuribayashi

SPECIAL OPERATIONS:

- * Banzai Charge
- * Mechanized Resupply
- * Espionage





LEGEND

1. Establish a Base
2. Bombard/Assault Eastern Base
3. Capture Northeastern Airfield
4. Bomb Corps HQs
5. Capture Middle Airfield
6. Capture Southwest Airfield

ESTABLISH A BASE



Form a defensive line of infantry to protect your corps HQ and other structures from attack. Use your battleships for support, too.

Taking control of Iwo Jima is a complex and time-consuming operation. But before you make any offensive drives inland, establish a sizable base on the southeastern beach where your troops begin the battle.

Immediately assign your two battleships to your group bar and begin bombarding the beach's bunkers while the Marine and flamethrower regiments capture them. At the same time, deploy a corps HQ to the beach. Once the corps HQ is unpacked, purchase an infantry division HQ and begin attaching the infantry regiments –

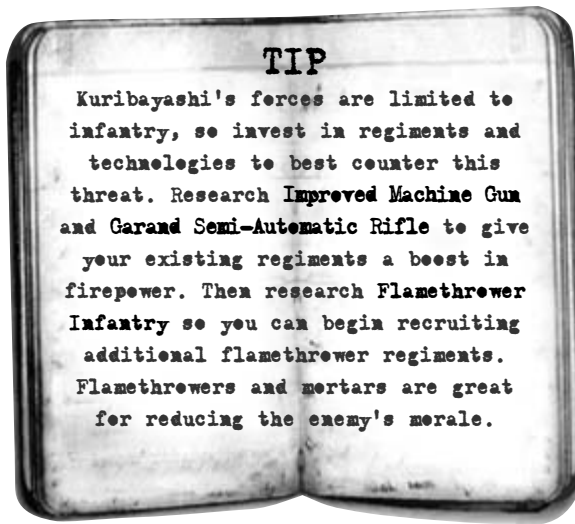
you'll need more than one infantry division HQ to attach all regiments, but it's more important to balance your income first. Start producing ammo depots until your ammo resources level out, halting the drain on your income. Then build a second infantry division HQ and attach the rest of your infantry regiments.

ALLIES CAMPAIGN



Don't forget to attach your existing marine and flamethrower regiments to a couple of infantry division HQs so they can resupply.

With a solid foothold on the beach, you now need to take steps to hold it. Start by dividing your marine and flamethrower regiments into two equal groups, positioning one to the north side of your base and the other to the east. Meanwhile, build an engineer brigade so you can recruit a couple of engineer regiments. Use these engineers to build a solid line of bunkers along your base's western side. Between your regiments, bunkers, and battleships, your base should be well defended. Recruit replacements and build new bunkers as needed while preparing for your first assault.



TIP

Kuribayashi's forces are limited to infantry, so invest in regiments and technologies to best counter this threat. Research Improved Machine Gun and Garand Semi-Automatic Rifle to give your existing regiments a boost in firepower. Then research Flamethrower Infantry so you can begin recruiting additional flamethrower regiments. Flamethrowers and mortars are great for reducing the enemy's morale.



BOMBARD/ASSAULT THE EASTERN BASE

Your small base is literally surrounded, so it's important to make an offensive push as early as possible – the longer you wait, the stronger the enemy becomes. Select one of your marine regiments in east and move it along the southeastern coast until enemy structures come into view. As new structures are revealed, keep pushing east until a corps HQ appears, then pull the marine regiment back toward your base. Now select one of your battleships and begin bombarding the corps HQ. During the





Scout the Japanese base on your eastern flank, then bombard the structures with one of your battleships.

bombardment, build a mechanized division HQ and an artillery brigade. As soon as possible, begin producing artillery halftrack regiments. As these regiments are created, move them east to join the bombardment. When the corps HQ is destroyed, the surrounding structures may try to escape, moving toward the northeastern airfield. If this happens, chase them down with your artillery halftrack regiments.

CAPTURE THE NORTHEASTERN AIRFIELD



Hit the northeastern airfield with an Atomic Bomb then race in with your halftracks to mow down survivors.

Eliminating the eastern base gives you the perfect opportunity march into the northeastern airfield. Continue massing artillery halftrack regiments, keeping them on your base's eastern side. At the same time, purchase a couple of supply depots and begin extending your supply lines along the eastern coast. Move your artillery halftracks just ahead of the supply depots, and drive back infantry regiments as you encounter them. Two supply depots should be sufficient to extend your supply lines near the Japanese airfield. Before moving your halftracks in for the initial attack, drop an *Atomic Bomb* on the airfield's northern side. This vaporizes infantry and heavily damages any structures, including the corps HQ. Rush in with your artillery halftracks and lay waste

ALLIES CAMPAIGN

to the remaining structures. Then capture the various bunkers to take control of the airfield. Position your halftracks along the northern and western sides of the airfield to defend against counterattacks. Reinforce them with two or three more infantry regiments. Most attacks come from the base on the northern tip of the island, but be prepared for attacks from the west too. Your halftracks and infantry must hold this airfield while Kuribayashi's surrounding bases are weakened with air strikes.

BOMB CORPS HQS AND DIVISION HQS



Take out all of Kuribayashi's corps HQs to halt his continuous expansion.

In addition to the two other airfields, Kuribayashi is producing more infantry from three more key bases. Two of these bases are located on the island's northern and northwestern sides. The other is on the steep bluff in the map's southern corner. You need to destroy the corps HQs of each of these bases with air strikes. So begin producing a couple of airfields – you need a motor pool first. While waiting for new aircraft to deploy, spend some money on upgrades, researching *Increased Bomber Payload* and *Self-Sealing Fuel Tanks*. *Napalm* is also a great option,

as it inflicts great damage on infantry. As soon as you have a fighter, send it toward the island's southern tip to scout the base. Instead of hitting this base with air strikes, move one of your battleships nearby and bombard the corps HQ till it's destroyed. To alleviate attacks on the northeastern airfield, bomb the northernmost base first, attacking the corps HQ with three air strikes. Conduct more recon and bombing raids on the northwestern base too, targeting the corps HQ. One more corps HQ is located at the southwestern airfield – destroy it before commencing the next phase of the bombing campaign.



Even after destroying all remaining corps HQs, Kuribayashi can still deploy a new one using **Corps Reorganization**. So conduct frequent recon flights over the island and destroy any new corps HQs as they appear.



When all corps HQs are destroyed, bomb the various division HQs clustered around the two Japanese-controlled airfields.

Now that Kuribayashi has no ability to create new structures, start hitting his division HQs to deprive his infantry regiments of supply. The removal of the corps HQs causes all vital structures to relocate near the two airfields, making the infantry division HQs relatively easy to find and conveniently clustered. Begin by clearing out the division HQs positioned around the middle airfield. This makes the airfield much easier to capture. When the middle airfield is clear of enemy structures, bomb the division HQs clustered around the southwestern airfield. Keep up the attack until all division HQs are dust.

CAPTURE THE MIDDLE AIRFIELD



Use air strikes and an Atomic Bomb to clear out the area around the middle airfield, then move your artillery halftracks in to capture it.

While your bombers conduct numerous air raids over the middle airfield, prepare an attack force on the ground. Construct a few more artillery halftrack regiments, positioning them along your base's northern side. As soon as the last division HQ near the airfield is destroyed (or heavily damaged) drop another *Atomic Bomb* near the airfield to wipe out any surrounding infantry. As the smoke clears, select your new artillery halftracks, as well as the ones at the northeastern base, and move them in to capture the middle airfield. Convert all the surrounding bunkers and drive out any surviving regiments to capture

ALLIES CAMPAIGN

the airfield. Position your halftracks along the western side of the base and let them rest within the airfield's supply zone while your bombers continue bombing structures around the southwestern airfield.

CAPTURE THE SOUTHWEST AIRFIELD



Commence the attack on the southwest airfield with another Atomic Bomb strike.



Destroy structures and capture bunkers with your halftracks to secure the last airfield.

The destruction of his corps HQs and division HQs has a huge impact on Kuribayashi's forces, but don't begin moving toward the last airfield till you're absolutely sure he's down for the count. Sweep the entire island with recon flights, searching for new corps HQs and any division HQs you may have missed. Once all division HQs are destroyed, select a couple of artillery halftrack regiments at the middle airfield and move them west, stopping just east of the last airfield. Once again, use an *Atomic Bomb* on the airfield to destroy all surrounding infantry and weaken the surrounding bunkers. Drive your halftracks through the fallout to convert the bunkers and destroy any remaining structures. Capturing the southwest airfield completes the battle, but if you want to complete the secondary objective, you must wipe out the remainder of Kuribayashi's troops. Don't worry, they're likely to stage a counterattack on the southwestern airfield. Allow your halftracks to entrench themselves around the airfield and wait for the final assault, greeting it with machine gun and artillery fire.



PRIMA Official Game Guide

Invasion of Okinawa

BRIEFING

CONFIDENTIAL

Iwo Jima is in American hands. Japanese airspace is now dominated by endless American bomber runs. Nevertheless, an amphibious invasion will be necessary to ensure final victory. Every island closer to Japan has proven harder to take, with fiercer resistance and more brutal fighting. Now, the invasion of the Home Islands must begin, with an assault on Okinawa. The battle is guaranteed to be the most difficult yet.



LEGEND

1. Establish a Base/Capture Hagushi
2. Destroy Japanese Warships
3. Destroy Kuribayashi's Eastern Base
4. Capture Shuri
5. Capture Taira

PRIMARY OBJECTIVES:

- * Capture and hold Shuri.
- * Capture and hold Hagushi.
- * Capture and hold Taira.

STARTING MONEY (INCOME):

4727 (-125)

AMMO RESERVES: -25

OIL RESERVES: -25

BUILDING CAPACITY: 0/20

UNIT CAPACITY: 2/20

ALLIED GENERAL:

Admiral Nimitz

SPECIAL OPERATIONS:

- * Atomic Bomb
- * Assembly Line
- * Economic Aid

AXIS GENERAL:

General Kuribayashi

SPECIAL OPERATIONS:

- * Banzai Charge
- * Mechanized Resupply
- * Espionage



ALLIES CAMPAIGN

ESTABLISH A BASE/CAPTURE HAGUSHI



Simultaneously attack the two Japanese battleships while establishing a beachhead on the peninsula just west of Hagushi.

As the battle begins, two Japanese battleships are just south of your fleet. Immediately bombard them with your three battleships and consider launching a few bombers to help sink them before they inflict too much damage on your ships. At the same time, deploy four marine regiments, landing them on the peninsula directly to the east. Once they land, group the regiments and move them inland, attacking bunkers along the way. Just behind your marine regiments, deploy a corps HQ and unpack it on the very tip of the peninsula. When the two Japanese battleships are sitting on the bottom of the ocean, flank the peninsula with your fleet to help defend your new base from attack.

Continue deploying new structures while inching into Hagushi to the east. Use your marine regiments and battleships to attack the bunkers along the northern and southern coasts. Meanwhile, construct an infantry division HQ and attach your marine regiments. Don't forget to build a few ammo depots too – you need to balance your income fast before you run out of money! Next, build an engineer brigade and a mechanized division HQ so you can start producing anti-aircraft halftrack regiments. These are necessary to protect your new structures from frequent air raids. Build four anti-aircraft halftrack regiments and



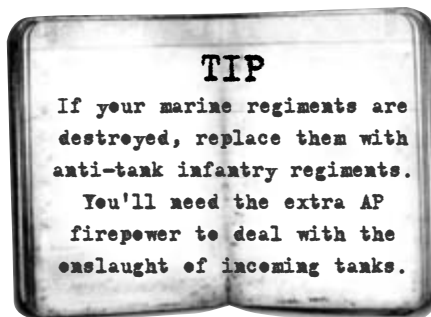
You'll need a few regiments of heavy tanks to hold back the constant attacks on Hagushi.



PRIMA Official Game Guide

place them all around your base. Recruit at least one engineer regiment, too, to conduct repairs on structures as needed.

Your marine regiments and battleships should have no problem securing Hagushi, but you need heavier firepower to hold it. Construct a motor pool and an armor division HQ. Instead of building medium tanks, research *Heavy Tank*. This gives you a significant advantage because the Japanese have no heavy tanks. Fill the division HQ by constructing three heavy tank regiments, then position them along the eastern side of Hagushi. Support them with your marine regiments and battleships.



DESTROY JAPANESE WARSHIPS



Locate and destroy the Japanese aircraft carrier as soon as possible to halt the air raids on your base.

With Hagushi secure and adequately defended, it's time to halt the constant bomber attacks. Kuribayashi is conducting air strikes from his aircraft carrier off the island's eastern coast. Run a couple of recon flights over the inlet south of Taira until you spot the Japanese carrier. As soon as it comes into view, pause the game and launch three air strikes. Watch your bombers attack and count the number of bombing runs. As they make their third bombing run, order a fourth air strike on the carrier. This allows you to maintain a constant presence over the carrier

so you won't have to conduct new recon flights. Just before the fourth air strike wraps up, order three more air strikes on the Japanese carrier. This time watch the health of the carrier and conduct another air strike if necessary. Sinking this carrier halts the frequent air raids on your base.

ALLIES CAMPAIGN

While your bombers go after the Japanese carrier, select a couple of your battleships and seek out the two remaining enemy battleships on the island's western side. If it hasn't attacked already, locate the first battleship near the coast, just north of Hagushi. As soon as it comes into view, turn your battleships so their port or starboard sides are facing the target and begin bombardment – both the fore and aft turrets engage the enemy battleship, speeding up its destruction. The second Japanese battleship is located near the map's southern corner, just west of Shuri. Use the same tactic to sink this ship, turning all turrets toward it before bombarding. Destroying the Japanese battleships further secures your base and keeps your ground forces safe from bombardment.

DESTROY KURIBAYASHI'S EASTERN BASE

During the air strikes on the Japanese carrier, your bombers flew over one of Kuribayashi's bases, just east of Hagushi. This is your next target. Destroying this base removes the constant pressure on Hagushi, allowing you to make offensive drives toward the remaining cities. Start off by bombing the corps HQ (and the area around the corps HQ) with four air strikes. This removes the supply source, causing the surrounding division HQs to relocate near Shuri or Taira. Storm the base with your heavy tanks before these key structures escape. If your tanks can't make it there in time, run a recon flight over the base, and drop and *Atomic Bomb* on these division HQs once they're packed up into trucks. It may seem like overkill, but if you can take out three or four division HQs with one *Atomic Bomb*, consider it a cost-effective strike.



During combat, orient your battleship so all turrets can target the enemy ship.

TIP

Don't waste an *Atomic Bomb* strike on any of the Japanese ships. It won't cause enough damage to sink any of them. Instead, save these powerful attacks to annihilate swarms of incoming tanks, halftracks, and infantry.



*Target the corps HQ with multiple air strikes, then drop an *Atomic Bomb* as soon as the division HQs pack up into trucks.*

CAPTURE SHURI



Weaken Kuribayashi's southern base with air strikes before moving ground forces in to capture Shuri.

armor division HQ and begin producing three more heavy tank regiments. These new tanks are needed to guard Hagushi and your base while your more experienced heavy tanks and infantry assault Shuri.



Assemble a group of heavy tanks and infantry for the final push into Shuri. Prepare for immediate counterattacks from the south and if needed, use an Atomic Bomb to defend the city.

the city while your tanks move south to attack any bombing campaign.

Now that Kuribayashi's stranglehold on your base is loosened, quickly make a run at Shuri before his forces can recover. The city of Shuri is lightly defended. But Kuribayashi has a huge sprawling base just south of the city. You must conduct multiple air strikes on this base before pushing into the city. Use recon flights and air strikes to locate and destroy the corps HQ to the far south. At the same time, position a couple of battleships on the western coast and use them to bombard bunkers and other coastal structures. Back at your base, construct a second

Attack Shuri as soon as possible, rushing in with your heavy tanks and infantry. Resistance in the city should be light. But you must destroy all the surrounding regiments and bunkers before your forces can capture it. Any significant counterattacks approach from the south. So position your heavy tanks on Shuri's south side while your infantry wipes out the surrounding structures. If the counterattack is bigger than expected, wait till the enemy regiments are clustered tightly together and use an Atomic Bomb to wipe out all of them. Once Shuri is captured, keep your infantry inside

structures that survived the

ALLIES CAMPAIGN



The Okinawa cities don't possess the city terrain modifier, so plan accordingly when positioning your troops.

CAPTURE TAIRA



If Taira is heavily defended by clusters of AA bunkers, wipe them out with an Atomic Bomb before sending in your bombers.



Rout the defenders of Taira with your heavy tanks to capture the city and win the war!

used to capture Shuri. If available, vaporize the survivors around Taira with another *Atomic Bomb* before your tanks roll into the city. Assuming you still hold Hagushi and Shuri, capturing Taira brings the battle and war to an end, ensuring that the Allies will be the world's future superpowers.

Taira is on the island's northwestern side. You need to destroy the key structures clustered around the city before moving your tanks in to capture it. There's also another base to the northwest of the city. Weakening this base may be necessary too. Begin by running a couple of recon flights over the city and northern base. Focus your first air strikes on any corps HQs that are revealed. You need to halt Kuribayashi's expansion before you can reign in his forces. Most of the structures in the northern base can be bombarded with your battleships, so focus your air strikes around Taira. There's a good chance Taira will be defended by multiple AA bunkers. If this is the case, use an *Atomic Bomb* to wipe them out.

Demolishing division HQs and depots with battleship bombardment and air strikes has a huge impact on Kuribayashi's forces, denying his regiments supplies while plunging his economy into negative territory. Use your frequent air strikes to determine the force strength around Taira before sending three heavy tank regiments toward the city – use the same experienced regiments you



PRIMA Official Game Guide

AXIS CAMPAIGN

AXIS CAMPAIGN

What if Rommel captured the Suez Canal? What if Japan invaded Australia? What if Germany landed troops in the streets of London? These are just a few of the questions posed by the missions in the Axis campaign. Like the previous chapter, we take a detailed look at all twelve missions, providing critical game play strategies and tips to ensure victory after victory. Here's your chance to change history – lead Germany and Japan to world domination!

Airdrop on Crete

BRIEFING

CONFIDENTIAL

Greece has fallen, and control of the Adriatic is almost entirely within German hands. All that remains are the retreating British forces on the island of Crete. Despite concerns throughout the Germany's military leadership that paratroopers will be ineffective at seizing control of the island, you must succeed. Take the British airfields and ports to allow your reinforcements to be shipped in. Make sure no British soldiers escape, and complete the mission with precision and the speed of the Blitzkrieg.

PRIMARY OBJECTIVES:

- * Secure Maleme airfield.
- * Secure Retimo airfield.
- * Capture the port of Sfakia.

SECONDARY OBJECTIVE:

- * Capture the port of Suda.

STARTING MONEY (INCOME):

2,500 (+0)

AMMO RESERVES: +25

OIL RESERVES: +5

BUILDING CAPACITY: 3/20

UNIT CAPACITY: 3/15

AXIS GENERAL:

Field Marshal Kesselring

SPECIAL OPERATIONS:

- * Blitzkrieg
- * Supply Drop
- * Radar Scan





PRIMA Official Game Guide

ALLIED GENERAL:

Field Marshal Wavell

SPECIAL OPERATIONS:

- * Carpet Bombing
- * Sandbagging
- * Secret Agent



LEGEND

1. Land Paratroopers on Peninsula
2. Capture Canea/Maleme Airfield
3. Capture Suda
4. Capture Retimo Airfield
5. Capture Sfakia

LAND PARATROOPERS ON THE PENINSULA



Take control of the paratroopers that land near the Maleme airfield and move them out of harm's way before they're annihilated. You need a bigger attack force before taking the airfield.

As soon as the battle begins, take immediate control of the three paratrooper regiments near Maleme airfield. Move them to the north toward the town of Canea. However, don't enter the town – it's defended by entrenched infantry. Instead, keep these three regiments to the town's northwest until reinforcements arrive.

AXIS CAMPAIGN



Drop six regiments of paratroopers on this peninsula. After they land, use the paratroopers to destroy the nearby AA bunkers.

secure the peninsula by destroying the two AA bunkers on the western and eastern sides. This makes future air operations in the area much safer.

Kesselring's paratroopers are the key to establishing a ground presence on the island. However, the coastline is dotted with British AA bunkers, making deep airdrops extremely risky. Instead, land more paratroopers on the peninsula just southwest of the German airfields. This spot features no air defenses, making it one of the safest places to insert your troops. Drop at least six regiments of paratroopers at this point and divide them evenly into two separate groups. Before moving on Canea and regrouping with the other paratroopers,

CAPTURE CANEA/MALEME AIRFIELD



Swarm Canea with your paratrooper regiments to capture the town and gain a source of supply.

of the town. Give your paratroopers a few moments to heal within the town's supply lines before moving against Maleme airfield.

After the peninsula is secure, march your paratroopers toward Canea. Here they join the first group of paratroopers that dropped on Maleme at the battle's start. Cluster all three groups of paratroopers on the town's eastern side, then move in all at once. Although lightly armed, the many paratroopers should have little problem wiping out the defending British infantry. One regiment sits in the town itself while another is positioned farther to the southeast. Destroy or rout these units to take control



PRIMA Official Game Guide

Maleme airfield is surrounded by bunkers and AA bunkers, making assaults from both the ground and air difficult. Your large group of paratroopers in Canea is best suited for taking down these defenses. Begin by moving your three paratrooper groups along Canea's western side, then strike out against the nearby bunkers. Concentrate on destroying the bunkers first, as they pose the biggest threat to your ground troops. Work your way around the airfield and keep up the fight until all bunkers are destroyed. This automatically transfers the airfield to German control. Keep your paratroopers in the area to fortify the airfield against counterattack.



Rush the airfield with your paratroopers and take out the surrounding bunkers to capture it.

NOTE	
<p>The Maleme and Retimo airfields only need to be captured once to complete the objectives—they do not need to be held. However, it's in your best interest to defend these airfields because their locations hold strategic significance for completing the remaining objectives.</p>	

Capturing Maleme triggers the air drop of an extra paratrooper regiment as well as a corps HQ. Unpack the corps HQ near the airfield and immediately construct an infantry division HQ and an engineer brigade. The British respond to the capture of Maleme by counterattacking with several regiments of infantry and light tanks. So recruit some engineers as soon as possible and build bunkers and artillery bunkers around your corps HQ. Recruit infantry regiments too – their grenades and machine guns are much more effective when defending than the paratroopers' sub machine guns. Don't worry if the British recapture Canea. Keep your units stationed around the airfield and corps HQ until the British counterattack is fully repelled. Chase the routed British units as they fall back, then recapture Canea and use your engineers to build a few bunkers near the town. Now you can focus on building more advanced units like the halftracks and tanks needed for accomplishing the remaining objectives. Build mechanized and armor division HQs while defending Canea and the airfield from attacks.

AXIS CAMPAIGN



Quickly recruit some engineers and construct some artillery bunkers around the corps HQ and airfield to defend against counterattacks.

bomb the British corps HQ on the town's northern edge. Taking out this corps HQ is important because it denies the British a secondary source of supply once your troops march into the town.



If your bombers destroy the British corps HQ, your infantry and halftracks will have an easy time capturing Suda.

HQ and a halftrack regiment on the town's western side. Use the new halftrack regiment and your existing attack force to hold back immediate counterattacks. Meanwhile, move your engineer regiment to Suda and construct bunkers and artillery bunkers on the town's eastern and southern sides.

CAPTURE SUDA

While building up your base and attack force near the Maleme airfield, start making preparations for the invasion of Suda.

Although this is only a secondary objective, holding this port provides a good staging area and source of supply for your assault on the Retimo airfield. Soften up the town's defenses with a few air strikes. Begin by running a recon flight over the town to locate targets. Then launch a couple of air strikes on each AA bunker.

When the air defenses are down,

Back at your base, assemble a mixed attack force of infantry and halftracks. Group these units together and move them toward the southern side of Suda. The town is defended by a few bunkers and infantry regiments. Eliminate the defenses on the town's exterior before driving in. By now your bombers should have destroyed the British corps HQ, allowing you to capture the town and wipe out any stranded regiments. As soon as Suda is captured, two landing craft provide a mechanized division



Counterattacks on Suda are fierce and constant, so build plenty of bunkers and artillery bunkers for its defense.



CAPTURE THE RETIMO AIRFIELD



Use your light tanks to attack the various British regiments and division HQs during the drive toward the Retimo airfield.

After capturing Suda, begin constructing light tank regiments for the attack on the Retimo airfield. Wait until you have three light tank regiments, then move them toward Suda. While moving against the next airfield, continue constructing tanks, but this time, focus on medium or heavy tanks. You'll need these later to capture the port of Sfakia. When your light tanks reach Suda, turn them east and move toward the Retimo airfield. Along the way, they encounter several British regiments and division HQs. This slows your advance considerably,

but allows you to destroy key structures and defenses. If needed, retreat back to Suda for resupply, then continue the advance. Just before your tanks reach the airfield, turn down the wide valley to the south and attack another British corps HQ. Destroying this HQ deprives the British units and structures of supplies on the northern coast.

AXIS CAMPAIGN



Demolish the bunkers surrounding the airfield to capture it.

With the corps HQ converted to rubble, keep pushing along the coast until your tanks reach the Retimo airfield. Like the Maleme airfield, this one is surrounded by bunkers. Eliminate these bunkers and any nearby infantry regiments to convert the airfield. Once under German control, a paratrooper regiment and a corps HQ is air-dropped nearby. Unpack the corps HQ next to the airfield then move your engineers east to construct bunkers and artillery bunkers to fortify both structures against counterattack.

CAPTURE SFAKIA

A new primary objective is assigned once the Retimo airfield is captured. The British are now attempting to escape Crete via the port of Sfakia to the south – stop them by capturing the town. This is where those medium and/or heavy tanks come in handy. Group and move them down along the map's western side. To provide constant supply, purchase another corps HQ and trail the tanks during their advance. Meanwhile, use your light tanks to hem in the British by blockading the same valley where their corps HQ was located, just southwest of the Retimo airfield. This helps prevent the British from launching counterattacks.

Your new tank group eventually gains sight of the western side of Sfakia. Before attacking, unpack your corps HQ to provide a line of supply should your tanks need to retreat. Once the corps HQ is in place, roll toward the town's western side and take out any structures or regiments you encounter. The British probably



Attack Sfakia from the west with a group of medium or heavy tanks. A couple of King Tiger regiments can plow through the British defenses and capture the town in record time.



PRIMA Official Game Guide

have a few division HQs sprinkled around the town. It's also important to seek out any defending regiments. When the town center is clear of enemy units, you gain control of Sfakia, bringing the battle to an end. A corps HQ and several ammo and oil depots lie to the town's eastern side, but as long as you hold Sfakia, you won't have to destroy these structures to win the battle.

Battle of El Alamein

BRIEFING

CONFIDENTIAL

German victories in Greece and Crete have forced the Allies out of the Mediterranean, cutting their North African forces off from easy resupply and reinforcement. Erwin Rommel, the star of the German armored divisions, promises that he will be able to smash through the last British defenses at El Alamein, opening up Cairo and the Suez Canal to German control.

PRIMARY OBJECTIVES:

- * Clear the coastal road of British fortifications.
- * Find and capture the British ammunition storage facility.
- * Find and capture the British oil resource.

STARTING MONEY (INCOME):

523 (+50)

AMMO RESERVES: +5

OIL RESERVES: +45

BUILDING CAPACITY: 5/20

UNIT CAPACITY: 5/5

AXIS GENERAL:

Field Marshal Rommel

SPECIAL OPERATIONS:

- * Blitzkrieg
- * Forced March
- * Panzer Holhe

ALLIED GENERAL:

Field Marshal Montgomery

SPECIAL OPERATIONS:

- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker

AXIS CAMPAIGN



LEGEND

1. Fortify Base
2. Secure Railway
3. Assault El Alamein/British Base
4. Capture British Ammo and Oil Resources

FORTIFY THE BASE



Immediately move your convoy north toward your base before they fall victim to an ambush by a regiment of British light tanks.

As the battle begins, one of your convoys comes under attack by a British light tank regiment. Immediately take control of your medium tank regiment and engage the British tanks. While the tank regiments duke it out, select the rest of the vehicles in the convoy and move them within the supply border provided by your corps HQ to the north. Included in this convoy are armor and mechanized division HQs, so don't let them be destroyed. When the British tanks rout, don't let your medium tanks chase them. Instead, move them toward your base too.

As the convoy races toward your corps HQ, construct an infantry division HQ and an engineer brigade. Even with the new additions, your base lacks the defensive features needed to repel British attacks. Recruit an engineer regiment as soon as possible and use them to construct artillery and AA bunkers around your corps HQ. Add to your corps HQ's defenses by unpacking the mechanized and armor division HQs to the east. The British attack with light tanks and infantry. But as long as your medium tank



regiment and artillery bunkers are in place, you should be able to push back these assaults. Montgomery also throws a constant string of bombers at your corps HQ. Line AA bunkers just east of the corps HQ to help shoot them down. Even if you shoot down the bombers, they'll probably crash into your structures, so keep engineers nearby to conduct repairs.



Expect heavy air and ground attacks from Montgomery's forces. So busy your engineers with the construction of artillery and AA bunkers.

TIP

The British airfield is located near El Alamein. Draw an imaginary line between El Alamein and your base to best predict the flight path of the British bombers. Place your AA bunkers along this line to maximize damage to the bombers before they reach your base.

SECURE THE RAILWAY

Before Rommel can move on to Cairo and the Suez canal, he must move supplies along the coastal railway. It's up to you to secure this railway, eliminating any British bunkers or troops that flank it. The best way to pull off this task is with tanks. Construct two regiments of medium tanks – you need a motor pool first. Along with your two new medium tank regiments, build an AA halftrack regiment too, to protect your tanks from potential air attacks. Group the two tank regiments and move north toward the railway. Follow closely behind with the AA halftrack regiment. Be sure to keep your original medium tank regiment behind to defend the base.



Trace the railway with your tanks and destroy all enemy bunkers and regiments you encounter.

AXIS CAMPAIGN

TIP

You can't construct heavy tanks or King Tigers in this battle. So stick with the medium tanks and spend a little on technology upgrades like Mechanical Reliability and Diesel Engine.



Inch along the railway with your medium tanks, engaging British bunkers and infantry as you encounter them. The AA halftrack regiment should shadow the tanks at a safe distance as you don't want them getting caught in a battle.

Follow the railway to the map's edge and wipe out this large cluster of bunkers.

However, if the tanks come under air attack, rush the halftracks to their aid, and escort them back to the base's supply lines if necessary. But Montgomery is probably too busy throwing his bombers at your base, so don't worry too much about the RAF. The railway eventually leads toward El Alamein, where it makes a sharp turn off the map's northern edge. Near the map edge is a cluster of bunkers and AA bunkers. Take out all of these bunkers to complete the first objective.

ASSAULT EL ALAMEIN/BRITISH BASE



Circle around the northern side of El Alamein to flank the British base. Focus your fire on the corps HQ.

If your tanks are in reasonably good condition, continue pushing east, moving around the northern side of El Alamein. You can't capture the city until you take out a few key British structures to the east. As your tanks emerge on the city's eastern side, they encounter a British base. Immediately open fire on the corps HQ with your tanks, but make sure your AA halftracks are nearby. A British airfield is also nearby and it begins scrambling defensive fighters. But the British fighters won't last long once the AA

halftracks open fire. Keep pounding the corps HQ until it explodes, then attack the airfield. After the corps HQ falls, you can capture El Alamein. Consider retreating within the city's supply lines to heal before continuing your attack on the British structures. As expected, destroying the British airfield ends the constant bomber attacks on your base. If surrounding structures (including division HQs) attempt to pack up and move away, don't let them get far – you don't want to hunt them down as they disperse across the desert.

CAPTURE BRITISH AMMO AND OIL RESOURCES



Chase the British away from the ammo and oil resources to win the battle.

With the British base in ruins and El Alamein in German hands, your only unfulfilled goal is to track down the British ammo and oil resources. Fortunately, they're nearby, tucked away in the valley to the south. Give your medium tanks a few moments to rest within El Alamein's supply lines, then head southwest, angling toward the western side of the large mountain range. The oil and ammo resources are both located near this mountain, but so are a few British defenders. Attack the regiments and division HQs until

they're destroyed or retreat. Once they're out of the picture, you can capture the ammo and oil resources to win the battle.



AXIS CAMPAIGN

Battle of Suez Canal

BRIEFING

CONFIDENTIAL

Having broken British resolve at El Alamein, Rommel's Afrika Korps is racing toward the Suez Canal. Control of the Canal means control of the vast oil resources of the Middle East. At last the critical shortage of fuel can be brought to an end, enabling greater advances into Russia. Take and cross the Suez Canal at all costs.



PRIMARY OBJECTIVE:

- * Protect the caravan as it crosses the Suez Canal.

SECONDARY OBJECTIVES:

- * The caravan's corps HQ truck must survive.
- * The caravan's mech HQ truck must survive.
- * The caravan's armor HQ truck must survive.
- * The caravan's oil depot truck must survive.
- * The caravan's ammo depot truck must survive.

STARTING MONEY (INCOME):

858 (+95)

AMMO RESERVES: +60

OIL RESERVES: +65

BUILDING CAPACITY: 6/20

UNIT CAPACITY: 3/12

AXIS GENERAL:

Field Marshal Rommel

SPECIAL OPERATIONS:

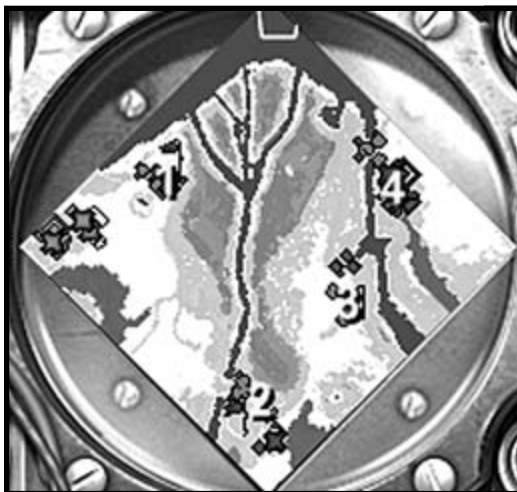
- * Blitzkrieg
- * Forced March
- * Panzer Holhe

ALLIED GENERAL:

Field Marshal Montgomery

SPECIAL OPERATIONS:

- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker



LEGEND

1. Capture Alexandria
2. Capture Cairo
3. Capture Suez
4. Secure Canal/Destroy British Base

CAPTURE ALEXANDRIA



Throughout the course of the battle, you must move ahead of this caravan and destroy all British forces in its path.

Rommel's caravan needs to cross the Suez Canal within a matter of minutes. But a number of British-held cities lie between your base and the canal. The caravan leaps from city to city during its advance. Your job is to move ahead of the caravan, and wipe out all British resistance at each city. First on the list is Alexandria, to the northeast. When the battle begins, a timer shows up on the screen, giving you five minutes before the caravan departs for Alexandria. Immediately select your two artillery infantry

regiments and group them with the mechanized tank regiment. Send this group of mixed regiments directly toward Alexandria and use them to attack the two bunkers on the city's southern edge.

AXIS CAMPAIGN



Begin the attack on Alexandria with your starting regiments, then reinforce them with newly produced medium tanks.



The battle for Alexandria turns in your favor once your medium tanks arrive.

Meanwhile at your base, select your corps HQ and purchase a motor pool. This allows you to build a couple of medium tank regiments at your armor division HQ. As each medium tank regiment rolls out of the HQ, send it north to join the attack on Alexandria. Once the city's bunkers fall, focus on attacking the entrenched infantry regiments. Finally, turn your assault against the infantry division HQ and artillery brigade. Destroying these regiments and structures converts Alexandria to German control. Allow your regiments to rest within Alexandria's supply lines until they're fully healed, then move them toward the southern corner of the map, near Cairo.

CAPTURE CAIRO

As the five-minute timer expires, the caravan leaves your base and moves toward Alexandria. When the caravan arrives at Alexandria, a new three-minute timer appears, counting down the minutes until the caravan begins the move to Cairo. In the meantime, push across the British heavy defenses at the Nile river. Lead the attack with your medium tanks, using them to attack the bunkers on the eastern riverbank. Follow closely behind with your artillery infantry and mechanized tank

regiments. These regiments can weaken the Nile defenses, but they'll need more firepower to take Cairo. Build another armor division HQ back at your base and begin cranking out three more medium tank regiments. Ship each new medium tank that emerges east to fight the British at Cairo. The eastern riverbank is defended by a few infantry regiments and a mechanized tank regiments. Engage these regiments to wipe out the river defenses. If any of your regiments get low on health, move them back to your base to resupply. The constant influx of new medium tank regiments from your base should be more than enough to push through the British line.



After capturing Alexandria, immediately move east and attack the British Nile river defenses with your medium tanks.

When the British regiments near the river are destroyed, Cairo comes under German control. Allow your regiments to resupply before pushing farther east into the city. A British medium tank regiment is entrenched along the city's northeastern side, so rest up before attacking it. Also clustered along the eastern side of the city are a couple of artillery bunkers, a mechanized division HQ, and an engineer brigade. Use your mechanized tank regiment and artillery infantry to take out these structures while you rest your medium tanks for the next advance to Suez.



More hostile regiments and structures are positioned along the eastern side of Cairo, so wipe them out before the caravan arrives.

AXIS CAMPAIGN

CAPTURE SUEZ



Attack Suez with all of your medium tanks to overwhelm the scant British defenses.

strong, Suez should come under your control with time to spare. Back at your base, construct a couple of anti-tank halftrack regiments and move them first to Cairo, then into Suez. Instead of waiting for the caravan (and halftracks) to catch up, let your medium tanks rest within the city's supply lines, then move them north toward the canal crossing.

SECURE THE CANAL/DESTROY THE BRITISH BASE



At the canal crossing, use the Blitzkrieg special operation on your medium tanks to give them the offensive boost needed to punch through the British line.

Start the advance toward Suez even before the caravan reaches Cairo, using all five medium tank regiments. Upon reaching Cairo, a new timer appears, giving your forces another three minutes before the caravan moves to Suez. The defenses at Suez are relatively light, consisting of nothing more than a couple of bunkers and infantry regiments. Your medium tanks will have no problem taking out the defenders. Then move along the northern side of the city to demolish another artillery brigade, an oil depot, and an ammo depot. If your attack was

Now it's time to secure the final leg of the caravan's journey by destroying the fortifications at the canal and demolishing Montgomery's base on the other side. It's important to begin this attack early because once the caravan reaches Suez, you only have three minutes before it crosses the canal. Move all five medium tanks along the canal's western side. They'll eventually come up against the canal's western defenses consisting of a

couple of bunkers. Sitting directly on the canal crossing is an entrenched heavy tank regiment. As soon as your medium tanks come under attack, use Rommel's *Blitzkrieg* special operation to give them an offensive boost. Blast the heavy tanks first, then destroy the two western bunkers. Two artillery bunkers are positioned on the canal's eastern bank – destroy these as your tanks cross. Some infantry regiments from Montgomery's base may also respond to your attack. Wipe them out, then push south toward the British base.



The British airfield poses the biggest threat to your armor advance. Hit it first or accompany your advance with some anti-aircraft units.

As your tanks move south, they may come under attack by aircraft from a nearby airfield. This airfield is located near the base's southern end, so move your tanks around the eastern side of the base, then move west, slicing through the various structures until you can target the airfield. Destroy the airfield as soon as possible to limit the damage dealt to you by the British fighters. If you have enough experience, use the *Blitzkrieg* special operation again to give your tanks more firepower. After the airfield is destroyed, focus your attacks on

the remaining structures. Even if your tanks run low on health, keep up the attack until every structure is destroyed—there's no time to return to Suez for resupply. When the British base is destroyed, keep your tanks positioned on the canal's eastern side.

Meanwhile back at Suez, select your anti-tank halftrack regiments. When the caravan begins its move across the canal, lead the way with these halftracks in case any stragglers attempt an ambush. Position your anti-tank halftracks along the canal's western side as the caravan moves across. Soon after crossing the canal, the caravan moves toward the map's eastern edge, completing your primary and secondary objectives.



Escort the caravan to the canal crossing with your anti-tank halftracks, and stand guard as they cross.

AXIS CAMPAIGN

Battle of Stalingrad

BRIEFING

CONFIDENTIAL

With the Middle East now part of the ever-expanding German empire, the German offensive in Russia now has a chance to link up with German forces advancing through the Middle East. Rommel's Afrika Korps is advancing North. Capture Stalingrad and send forces to meet Rommel.



LEGEND

1. Capture the Surrounding Cities
2. Destroy Zhukov's Base
3. Bomb Chuikov's Base
4. Assault Stalingrad

PRIMARY OBJECTIVE:

- * Capture Stalingrad.

SECONDARY OBJECTIVES:

- * Destroy all of Zhukov's forces.
- * Destroy all of Chuikov's forces.

STARTING MONEY (INCOME):

534 (+75)

AMMO RESERVES: +100

OIL RESERVES: +95

BUILDING CAPACITY: 8/20

UNIT CAPACITY: 3/9

AXIS GENERAL:

Field Marshal Manstein

SPECIAL OPERATIONS:

- * V Weapons
- * Espionage
- * Propaganda War

ALLIED GENERALS:

Marshal Zhukov and General Chuikov

SPECIAL OPERATIONS:

- * Communist Zeal
- * Supply Drop
- * Sandbagging
- * Carpet Bombing
- * Assembly Line
- * Maskirovka



CAPTURE THE SURROUNDING CITIES



Select your starting regiments and move them into Kapkinsky as soon as the battle begins.

Speed is essential during the early moments of this battle, as Manstein's forces race to capture the three outlying cities surrounding Stalingrad. All three cities are controlled by the Russians, but they aren't defended; therefore they are easy to capture. But Zhukov and Chuikov are likely to make drives toward these cities too. Begin by selecting the two infantry regiments and a mechanized infantry regiment, then move them to Kapkinsky to the east. Put them in a column formation to ensure a speedy

advance. Meanwhile, construct an armor division HQ and a motor pool so you can start building medium tanks. As soon as you have one medium tank regiment, move it north into Rostov. When your tanks reach Rostov, move them east toward Tsymlyanskava. Because it is sitting near Zhukov's base and Stalingrad, there's a good chance Tsymlyanskava may already be inhabited by Soviet troops. But they won't stand a chance against your medium tanks. Drive them out of the city and take control of it.



Capture Tsymlyanskava with a medium tank regiment and defend the city against frequent infantry attacks.

Now that all three surrounding cities are under German control, take steps to fortify them against counterattacks. The most critical support is needed in Tsymlyanskava. Your medium tanks are strong, but they won't last long once Zhukov kicks his tank production into high gear. So keep building medium tank regiments back at your base and ship them north through Rostov on their way to Tsymlyanskava. When you have three medium tank regiments, line them up along the

AXIS CAMPAIGN

city's eastern edge so they can intercept attacks from Zhukov's base and Stalingrad. Recruit a couple of infantry regiments, too, to help reinforce the city's southern flank, near the river ford. Make sure they're positioned within the city so the terrain modifier takes effect. Three medium tank regiments and two infantry regiments should be sufficient to hold the city – at least for now.



Position defenders on the bridge to the northeast of Rostov to stop Zhukov's troops before they enter the city.

Defensive efforts at Kaplinsky and Rostov require less manpower, but the cities still need to be defended. Your infantry and mechanized infantry regiments in Kaplinsky should have no problem holding the city. Most attacks will come from Chuikov's base near the eastern corner. So position your troops in the city and allow them to entrench themselves. If Zhukov is unsuccessful in capturing Tsymlyanskava, he'll move against Rostov. At your base, construct an artillery brigade, then build a couple of artillery halftrack regiments at your mechanized

division HQ. Race them north toward the eastern side of Rostov and follow with an anti-tank infantry regiment. Position these regiments on the western bank of the northeastern bridge – this choke point is the best place to intercept attacks.

DESTROY ZHUKOV'S BASE

Once all three cities are well defended, destroy Zhukov's base before he gets too strong. If allowed to thrive in the northern corner, he'll continue making attacks on Tsymlyanskava until he eventually overruns your defending regiments with throngs of tanks. Your medium tank regiments are the best candidates for this attack, but you must reinforce Tsymlyanskava before moving them north. Select one of your artillery halftrack regiments positioned at Rostov and move it to take your tanks' position. During your advance on Zhukov's base, your medium tanks will take the brunt of Zhukov's attacks. Your artillery halftracks and your two infantry regiments can hold back the remaining (mostly infantry) attacks from Stalingrad.



Hit Zhukov's corps HQ with a V Weapons strike, then use your medium tanks to take out the remaining structures and regiments.

Begin the assault on Zhukov's base as soon as possible—the longer you wait, the stronger his defenses will become. Drive all three medium tank regiments directly toward the map's northern corner. Engage any regiments you encounter along the way and keep pushing north. When you spot the southern edge of Zhukov's base, keep moving north till you can spot his corps HQ. Before his defensive units can respond, target Zhukov's corps HQ with Manstein's *V Weapons* special operation. This inflicts heavy damage on the corps HQ and all surrounding structures, and may

even wipe out a few defending regiments. Finish off the surviving structures and regiments with your medium tanks, leaving no structures standing. Upon clearing the Russians from the northern corner, move your tanks back to Tsymlyanskava for resupply, then assume the same position along the city's eastern side, facing Stalingrad.

BOMB CHUIKOV'S BASE



Deny Chuikov the ability to create new structures by destroying his corps HQ with multiple air strikes. Then hit his division HQs, preferably before they relocate near Stalingrad.

With Zhukov out of the picture, focus your efforts on eliminating (or at least weakening) General Chuikov's forces to the east. This is necessary to isolate Stalingrad, preventing the city from attaining reinforcements. By now you should have some extra money lying around so put it to good use by purchasing a couple of airfields – if you haven't already done so, build an engineer brigade. As soon as one of your airfields has a fighter, send it on a recon flight to the map's eastern corner to scout the locations of Chuikov's

AXIS CAMPAIGN

structures. Accumulate more money till you can afford to conduct four air strikes on (and near) Chuikov's corps HQ. After your bombers drop all of their bombs, use another *V Weapons* strike to demolish any nearby structures that sustained damage during the raid. Destroying the corps HQ may cause the surrounding division HQs to relocate near Stalingrad, so run more recon flights to find their new positions before conducting follow-up air strikes. Hit his armor division HQs next, then focus on mechanized and infantry HQs. Continue running recon flights south of Stalingrad and near the location of Chuikov's former corps HQ. He may use his special operation to deploy a new corps HQ, so be prepared to destroy it if it appears.

ASSAULT STALINGRAD



Position your artillery regiments on the northern side of this bridge and bombard South Stalingrad to deny the defenders of a supply zone.

Tsymlyanskava is the staging area for your assault on Stalingrad. But before driving into the city, take some steps to make the advance easier. First of all, construct a new armor division HQ and move it to Tsymlyanskava before unpacking. This provides a nearby source of new units in the event that one of your regiments is destroyed during the assault. In the meantime, produce a couple of artillery tank regiments. Group these new regiments with your existing artillery halftrack regiment and move them to the eastern side of the northern bridge leading into South Stalingrad. From this

position, order them to bombard the streets next to the ornate domed structure. This persistent attack reduces South Stalingrad's health to zero, removing its zone of supply.

Now you can conduct air strikes on the various entrenched infantry regiments inside the city without worrying about them healing. Begin by running a few recon flights over the city to spot the massive clusters of infantry regiments. Make note of these locations and conduct air strikes on the crowded city streets of South Stalingrad. If you have the experience, use another *V Weapons* strike to annihilate one of these large clusters, easily wiping five or six regiments off the map.





Drive your medium tanks into South Stalingrad once your bombers have thinned the ranks of the defenders.

its supply lines around your invading regiments. While your medium tanks heal, move your artillery regiments north until they can bombard North Stalingrad.



Use more air strikes and V Weapons attacks to weaken the defenders before moving your tanks into North Stalingrad.

recon flights and air strikes to hunt down these regiments while your artillery and tank regiments hold Stalingrad.

After a few air strikes have pounded South Stalingrad, move your medium tanks across the northern bridge to capture the city. Despite the carnage dealt by your bombers, a few infantry regiments still occupy the city streets. Blast them with your tanks till they die or rout. Continue bombarding the city's center with your artillery regiments until all Soviet troops have been driven out. When your medium tanks have captured the city, halt the bombardment and move the artillery regiments into the city. South Stalingrad will eventually repair itself, extending

Follow the same strategy for taking the next half of the city: Deny the defenders their supply zone with artillery bombardment, then hit the infantry regiments with air strikes and V Weapons attacks. Finally, drive your medium tanks into North Stalingrad to impose German control over the entire city. This completes the battle, but you may want to hunt down the remnants of Zhukov's and Chuikov's forces to complete the secondary objective. If these requirements haven't been met, you can usually find stragglers located to the east and south. Run

AXIS CAMPAIGN



Bombard North Stalingrad with your artillery regiments to deny the defenders supply. Then move your medium tanks into the city to rout the defending infantry. If needed, use the Propaganda War special operation to clear a path.

Invasion of Australia

PRIMARY OBJECTIVE:

* Destroy all Australian forces.

STARTING MONEY (INCOME):

2,237 (-34)

AMMO RESERVES: +22

OIL RESERVES: -18

BUILDING CAPACITY: 4/15

UNIT CAPACITY: 2/15

AXIS GENERAL:

Admiral Yamamoto

SPECIAL OPERATIONS:

- * Kamikaze
- * Demoralization
- * Radar Scan

ALLIED GENERAL:

Admiral Mountbatten

SPECIAL OPERATIONS:

- * British Sabotage
- * Smoke Barrage
- * Radar Scan

BRIEFING

CONFIDENTIAL

The American fleet lies at the bottom of the sea near Pearl Harbor, and the Pacific is ripe for conquest. The Japanese have conquered New Guinea, and are prepared to use it as the staging ground for a massive invasion of Australia. Such a victory will leave the Allies without a staging ground in the South Pacific.



LEGEND

1. Move Fleet to Support Amphibious Landing
2. Land Troops on Peninsula/Establish Base
3. Capture and Fortify Cairns
4. Assault British Base
5. Capture Brisbane

MOVE THE FLEET TO SUPPORT AN AMPHIBIOUS LANDING

At the start of the battle, Yamamoto's presence off the coast of Australia hasn't gone unnoticed. Mountbatten has numerous airfields under his control and launches multiple air strikes against your fleet and island positions. Don't get distracted by the constant air battle raging above. Instead, move your fleet to the south side of the island that your forces control. The battleships have no retaliatory capabilities against air attacks and must rely on the carrier's fighters and land-based AA bunkers. As the battleships move toward the Australian coast, build a couple more AA bunkers on the island's southern coast near the corps HQ and airfield. These extra air defenses will help support the fleet as they land troops on the Australian coast.



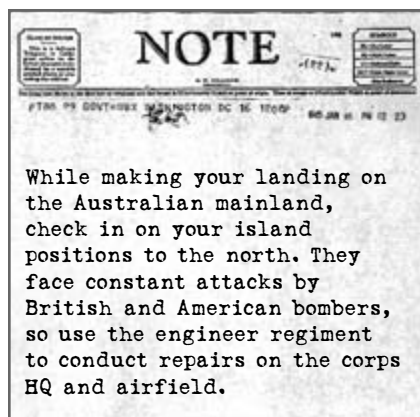
Move your battleships toward this peninsula and land a couple of infantry regiments and a corps HQ on the beach.

LAND TROOPS ON THE PENINSULA/ESTABLISH A BASE

Cluster both battleships near the western peninsula and start the invasion by landing a couple of infantry regiments. This is one of the few areas on the coast

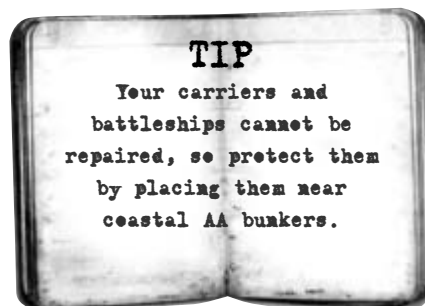
AXIS CAMPAIGN

where there are no bunkers, making it an easy amphibious landing zone. Furthermore, your troops won't have to worry about being attacked from multiple directions. As soon as they land, position the regiments just south the peninsula's point. Immediately deploy a corps HQ and unpack it north of your infantry, providing a new supply border that extends inland. It won't be long before the British launch an attack on your beachhead. Your infantry regiments won't be able to hold back the enemy mechanized and armor regiments, so it's up to your battleships to wipe out the advance with their massive guns. Position both battleships along the coastline, just east of your corps HQ. Their mere presence will help deter future ground attacks.



Construct your base along the peninsula while using your battleships to drive back British ground attacks.

While holding back the British attacks, continue building up your base. Begin by constructing an infantry division HQ and recruit an engineer regiment – you won't have to build an engineer brigade because you already have one on the island. As soon as an engineer regiment is available, construct two or three AA bunkers south of the corps HQ. This is necessary to combat the constant attacks by Allied bombers on your corps HQ and battleships. Build a few ammo and oil depots to stop the depletion of your funds. As your base grows, keep inching your infantry regiments south, so their backs are constantly pressed against your southernmost structures. Reposition your battleships too, so they can best support attacks on your base's southern edge.



CAPTURE AND FORTIFY CAIRNS



Use one battleship to annihilate the defenses around Cairns, including the westernmost airfield.

Once your base is established and your income is back on the plus side, you can start moving against Cairns. Begin by moving one battleship along the coast and bombard the various bunker positions. Meanwhile, launch a recon flight over the city's eastern side to locate two airfields, just south of your base. One of your battleships can bombard and destroy the easternmost airfield, but the western airfield is out of range. Move against it with infantry. Assemble three infantry regiments and an AA infantry regiment, then move them against the western airfield. The AA infantry regiment takes care of the fighters while the other units demolish the airfield.

regiment, then move them against the western airfield. The AA infantry regiment takes care of the fighters while the other units demolish the airfield.

Keep this same group of infantry together and move them into the city of Cairns. By now your battleship should have demolished most of the bunkers and AA bunkers, making the assault much easier for your infantry. Use your infantry to locate remaining defenders or structures, then use your battleship to bombard them until they're destroyed and the city is captured. Rest your infantry within the supply lines, then strike out against a few more enemy structures to the southeast, including a mechanized division HQ and a few depots.



Attack the eastern airfield with infantry, then move them southwest to capture Cairns.

AXIS CAMPAIGN



Position both battleships just west of Cairns and use their guns to bombard the narrow gap between the mountains and the sea during British attacks.

bunker or two near the city and positioning infantry in the forest on the western side of the mountain range. The other area to watch is the mountain pass to the south. This area can be defended by artillery bunkers, but it's best to start constructing medium tanks for the final assault. If you haven't already, build mechanized and armor division HQs and use them to extend your supply lines south toward this valley. Then build a couple of medium tank regiments to stand guard at the mountain pass. Instead of building permanent AA bunkers, construct a couple of AA halftrack regiments, placing one between your mechanized and armor division HQs, and the other near your line of medium tanks.



Use mechanized and armor division HQs to extend your supply lines toward this mountain pass and position medium tanks here to hold back flanking attacks on Cairns.

ASSAULT THE BRITISH BASE



Attack the oil and ammo depots as your tanks move toward the British base.



While attacking the British base, keep the AA halftrack regiment nearby to deter Allied air strikes.

Before attacking Brisbane, weaken Mountbatten's forces by attacking his base in the map's southern corner. Otherwise, you may face retaliatory flanking attacks from the south while moving against the city. Select your two medium tank regiments in the mountain pass and move them east. Follow your tanks with one of the AA halftrack regiments to provide protection from potential air strikes. Your tanks eventually come up against a pair of British ammo and oil depots. Destroy them and continue moving toward the British base.

In the map's southern corner, Mountbatten has clustered a number of structures including several depots and a corps HQ. But your first targets should be the division HQs. Next, work your way to the corps HQ and shell it to eliminate the British source of supply. Finally, mop up by blasting the various oil and ammo depots, striking a huge blow to the British supply reserves. During the assault, your medium tanks may sustain some damage. If necessary, retreat back to the supply lines at the mountain pass to heal before moving against Brisbane.

CAPTURE BRISBANE



Locate the two British airfields northwest of Brisbane with recon flights, then use one of your battleships to bombard them.

scramble fighters and begin attacking your battleship. If one of your carriers is nearby, it automatically launches fighters to help defend the battleship. To distract the British fighters even more, launch a few air strikes (with fighter escorts) against the airfields to minimize the damage to your battleship.



Move your medium tanks against the southern edge of Brisbane while one of your battleships pounds the coastal defenses to the north.

As your medium tanks attack the British base to the south, move one of your battleships and a carrier along the coast, moving toward Brisbane – keep one battleship and carrier near Cairns to defend it from British attacks. From the carrier launch a few recon flights around the city to locate targets for bombardment. Halt your advance just northwest of the city and bombard the two British airfields. But make sure your aircraft carrier is next to the battleship before beginning the attack. As soon as your shells slam into the airfield, the British

When the two airfields are destroyed, move your medium tanks (followed by the AA halftrack regiment) toward Brisbane. Attack from the south and focus your early attacks on defending regiments and division HQs. While your tanks blow away infantry regiments and structures from the south, move your nearby battleship and carrier group along Brisbane's northern coast and begin shelling the coastal defenses. Five bunkers stand along the coastline and they all must be destroyed before your tanks can capture the city and win the battle.



PRIMA Official Game Guide

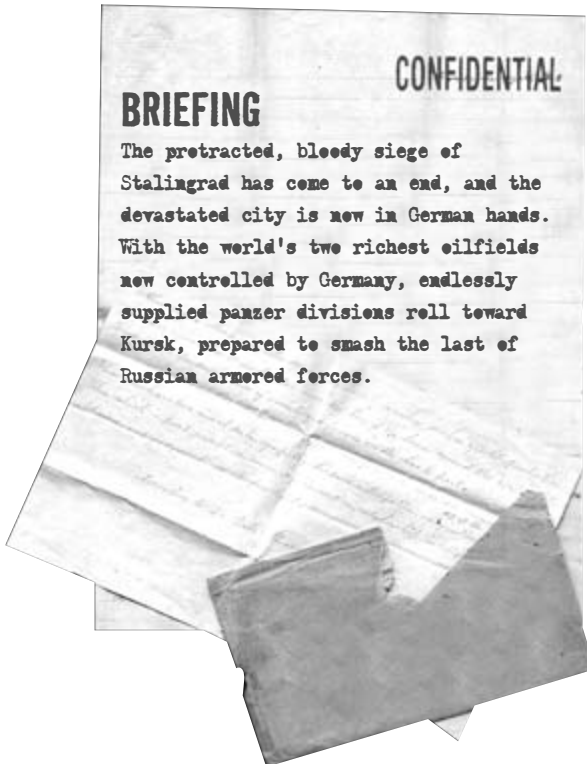
NOTE



If you want to continue playing after completing the mission objectives, attack the British carrier on the map's western edge using the full strength of your naval fleet. Afterward, pound the island to the north to eliminate the British and American airfields.



Battle of Kursk



CONFIDENTIAL

BRIEFING

The protracted, bloody siege of Stalingrad has come to an end, and the devastated city is now in German hands. With the world's two richest oilfields now controlled by Germany, endlessly supplied panzer divisions roll toward Kursk, prepared to smash the last of Russian armored forces.

PRIMARY OBJECTIVE:

* Destroy 3 Russian armor HQs.

STARTING MONEY (INCOME):

535 (+75)

AMMO RESERVES: +100

OIL RESERVES: +95

BUILDING CAPACITY: 8/20

UNIT CAPACITY: 3/9

AXIS GENERALS:

Field Marshal Manstein and
Field Marshal Kluge

SPECIAL OPERATIONS:

- * V Weapons
- * Espionage
- * Propaganda War

AXIS CAMPAIGN

ALLIED GENERAL:

Marshal Rokossovski

SPECIAL OPERATIONS:

- * Russian Sabotage
- * Rapid Deployment
- * Double the Guard



LEGEND

1. Capture Prochorovka
2. Attack Rokossovski's Western Base
3. Extend Supply Lines/Assault Kursk
4. Attack Rokossovski's Northern Base

CAPTURE PROCHOROVKA

At the battle's start your structures are clustered in the southern corner of the map, while Kluge's forces are located to the far north. While it may seem like you have good chance at capturing Kursk in a massive pincer movement, don't count on Kluge's forces to withstand Rokossovski's constant attacks. At the very least, Rokossovski's preoccupation with Kluge's base gives you a chance to build up a large tank force.

You begin with three armor division HQs and plenty of ammo and oil. Start by building a motor pool, then crank out five medium tank regiments. Position two of these regiments on the river's eastern side next to Belgorod—these tanks should remain here to guard



Move your medium tanks into Prochorovka and assume a defensive posture along the city's northern edge.

TIP

Give your tanks every advantage possible by researching technologies like Schurzen, Gyrestabilized Tank Guns, and Mechanical Reliability.

your two armor division HQs. Group the other three medium tank regiments and move against the city of Prochorovka to the north. Your tanks have no problem wiping out the meager infantry regiments charged with guarding the city. Immediately after capturing Prochorovka, swing your line of tanks around to the northern edge of the city to guard against counterattacks originating from Kursk.

ATTACK ROKOSSOVSKI'S WESTERN BASE



Move two heavy tank regiments west and demolish one of Rokossovski's bases, including an armor division HQ.

While your medium tank regiments hold the line at Prochorovka, research heavy tanks, then build a couple of regiments. Once completed, move these two heavy tank regiments to your defensive line at Prochorovka. Before moving against Kursk, you must eliminate Rokossovski's small base positioned along the southern bank of the river in the map's western corner. Select your new heavy tank regiments and move them west. Before reaching the western edge of the map, turn north. A forest stands just south of

Rokossovski's base, so try to avoid this by circling around it and attacking the base along the road from the east. Your tanks may come up against an airfield. Destroy it quickly before too many fighters can scramble. Then set your sights on the corps HQ. While shelling the corps HQ, keep an eye on the armor division HQ to the west. If it packs up and begins moving, disengage the corps HQ and attack the truck—you don't want to let this armor division HQ escape! Destroying this base protects your western flank while assaulting Kursk. Furthermore, annihilating the armor division HQ completes one of the primary objectives.

AXIS CAMPAIGN

EXTEND THE SUPPLY LINES/ASSAULT KURSK



As night falls, move your lines of tanks north, just ahead of your supply depot trucks.

Kursk. While extending your supply lines, build two more heavy tank regiments and move them north to join your forces massing near Kursk.

Now you can turn your full attention to Kursk. Move your two heavy tank regiments back to your supply lines on the northern edge of Prochorovka. Meanwhile, construct three supply depot trucks at your corps HQ. Move the new supply depot trucks to northern Prochorovka and unpack one to extend your supply lines north. As your supply lines bulge out, move your tanks forward to the northernmost border. Keep unpacking supply depot trucks, inching your way north to the southern side of



Surround Kursk's southern bridge and draw Rokossovski's forces out to fight, catching them in a brutal ambush.

moves his regiments across the bridge one or two at a time, allowing you to demolish them piecemeal. As his regiments attempt to retreat, follow closely behind with your heavy tanks to wipe them out for good. As needed, make several probing attacks in the city with one heavy tank regiment, then retreat across the bridge to draw Rokossovski's forces into your ambush.

Your supply lines should eventually extend to the river and bridge just south of Kursk. Split up your three medium tank regiments, placing two on the bridge's western flank, and the other regiment on the eastern flank. Then move your four heavy tank regiments up the middle as if you would cross the bridge. By now Rokossovski is well aware of your presence and reacts by massing his armor units in the city. However, the bridge prevents him from pushing his full weight against your forces. Instead, he

As Rokossovski's losses mount, look for an opening to storm Kursk. If the city looks relatively empty during one of your probes, rush all of your tanks into the city before Rokossovski can reinforce it. Several bunkers are positioned around the city's perimeter. Focus on the artillery bunkers, but give first priority to any remaining (or responding) tank regiments. The battle in the city tends to get sloppy, with your tanks scattered amongst the streets. Keep an eye on their health and move them back to your supply lines as needed. But try to maintain a strong presence within the city at all times. If your units totally vacate, Rokossovski will move back in. Slowly work your way to the city's northern edge where another armor division HQ is positioned. Destroy it to complete another primary objective. Once the city's defenses are destroyed, line up your remaining tank regiments along the northern and eastern sides of the city. Take inventory of your regiments and immediately build replacements at your base to the south and move them into Kursk.



Use overwhelming force to drive into Kursk, destroying all defensive structures and the armor division HQ to the north.



AXIS CAMPAIGN

ATTACK ROKOSSOVSKI'S NORTHERN BASE



Line up your tanks along the northern and western edges of Kursk to defend against counterattacks.

the eastern side. They need to hold this side of the city while your more experienced tank regiments destroy Rokossovski's base to the north.

While it's not totally necessary to hold Kursk to win the battle, it's in your best interest to do so as it provides a source of supply near Rokossovski's northern base. By now you should have money to spare. While holding the line at Kursk, order up a new armor division HQ and crank out three more heavy tank regiments. Add new ammo and oil depots to support them as needed. Move these new heavy tank regiments into Kursk and use them to reinforce your defensive line on



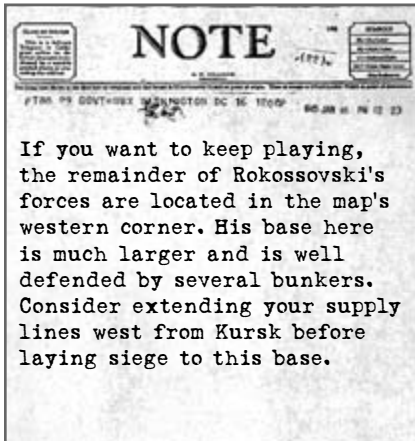
Assemble an attack force of heavy tanks and win the battle by attacking another armor division HQ at Rokossovski's northern base.

HQ. Blast your way through the various structures till you can train your guns on the armor HQ. Win the battle by destroying the third armor division HQ.

Gather an attack force of about four regiments, consisting primarily of experienced heavy tanks, and move them north – make sure you leave an adequate force behind to defend Kursk. Rokossovski's base is clustered along the western bank of the nearby river and pressed against the map's northwestern edge. Along the way you're bound to encounter multiple tank regiments en route to Kursk. Destroy these tanks and keep pushing north. When you reach the base you find a corps HQ as well as another armor division



PRIMA Official Game Guide



Defense of Normandy

BRIEFING

CONFIDENTIAL

The once mighty Red Army is no longer a threat to Germany. Knowing that the Allies must open a second front to save Russia from sure defeat, the German military has anticipated a massive landing on the coast of France. Rommel's forces have raced across Europe to provide important support for this crucial battle. Repel the Allied assault and assure control of Europe.



LEGEND

1. Build Infrastructure/Regiments
2. Reinforce Bayeux and Caen
3. Assist Rommel's Forces at Carentan

PRIMARY OBJECTIVE:

- * Hold at least 2 major cities for 30 minutes.

SECONDARY OBJECTIVES:

- * Hold Montebourg
- * Hold St. Mere Eglise
- * Hold Carentan
- * Hold Bayeux
- * Hold Caen

STARTING MONEY (INCOME):

632 (+50)

AMMO RESERVES: -10

OIL RESERVES: +40

BUILDING CAPACITY: 5/20

UNIT CAPACITY: 5/5

AXIS GENERALS:

Field Marshall Rundstedt and
Field Marshal Rommel

AXIS CAMPAIGN

SPECIAL OPERATIONS:

- * V Weapons
- * Armored Resupply
- * Demoralization
- * Blitzkrieg
- * Forced March
- * Panzer Holhe

SPECIAL OPERATIONS:

- * Mechanized Advance
- * Lend Lease
- * Mechanized Resupply
- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker

ALLIED GENERALS:

General Eisenhower and
Field Marshal Montgomery

BUILD INFRASTRUCTURE/REGIMENTS



Immediately build division HQs to provide the cities with reinforcements.

As the Allies make their way ashore to the north, you must build up Rundstedt's forces. The beach defenses buy you some valuable time, pinning the American and British troops. But it won't be long before they overcome the shore defenses and push inland toward the five cities. At the moment, Rommel has firm control over Montebourg, St. Mere Eglise, and Carentan. It's your job to secure Bayeux and Caen. But you need to build a few more regiments to keep the Allies out.

TIP

Monitor the Allies' progress on the beach by watching the mini-map. As they move inland, they attack and convert the various concrete bunkers. So once the blue and green coastal bunkers turn red, expect attacks on the cities in short order.

Begin by building a mechanized division HQ, then follow up with an armor division HQ. As funds allow, build a motor pool and then start cranking out medium tank regiments as fast as you can. You need plenty of armor to repel swarms of infantry attacks on both cities. When one regiment is complete, ship it off to Caen. When the second one is complete, move it to Bayeaux. Keep building medium tanks till you have at



PRIMA Official Game Guide

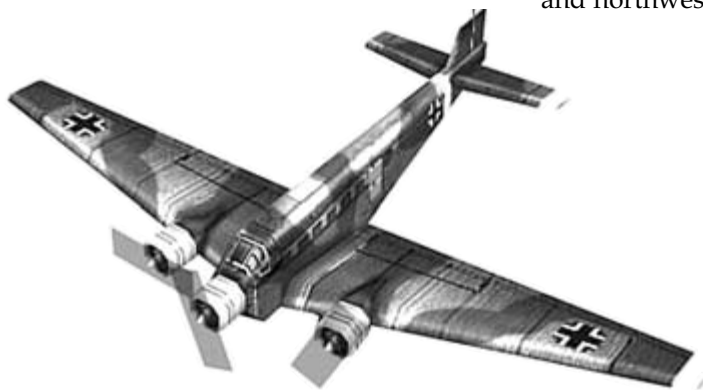
least two regiments at both cities. Tanks are great for holding back ground attacks, but you must address the constant air raids too. Build an engineer brigade so you can build AA halftrack regiments at your mechanized division HQ. Once you have a couple of AA halftrack regiments, move one to Caen and the other to Bayeux. These regiments provide the flexibility and resupply ability to hold back the constant air raids on the two cities. During this rapid build-up, constantly monitor your supply situation and construct new ammo and oil depots to keep up with the increasing demand.

REINFORCE BAYEUX AND CAEN



Position your troops near the river fords, but make sure they can still take advantage of the city terrain modifier.

While building new regiments at your base to the south, start setting up rudimentary defenses in the two cities. At the start of the battle, Bayeux is defended by only one artillery infantry regiment. Select the two artillery infantry regiments on the beach to the north and move them into the city. Bayeux will be attacked from the east and west, so position a regiment near each river ford, and keep the third regiment in the city's center. Meanwhile, Caen is defended by two artillery infantry regiments. Position them to cover the two river fords on the western and northwestern sides of the city.



AXIS CAMPAIGN



Your AA halftrack regiments play a vital role in halting the frequent air raids. Keep them within the city where they're better insulated from ground attacks.

them an extra defensive boost, especially once they become entrenched. When the AA halftrack regiments arrive, move them to the respective city centers where they can best target the incoming bombers.

TIP

Temporarily detach a couple of artillery infantry regiments from your infantry division HQ so you can recruit a couple of engineer regiments. Once they're available, detach the engineers and reattach the artillery regiments. Move the engineers to each of the cities to construct bunkers and conduct repairs on the cities as they sustain damage from air strikes.



Massive attacks like this are common. Use your tanks and special operations to drive back each wave of infantry.

Enemy attacks will be sporadic at best, but expect at least a couple of massive infantry assaults on each city. If entrenched, your infantry and tank regiments should have no problem holding back each attacking wave. If things get a bit hairy,

use one of Rundstedt's special operations to gain a significant tactical advantage. *Demoralization* is the best option, causing massive numbers of enemy troops to rout – plus it doesn't cost that much. In much more dire situations, consider using the *V Weapons* special operation to target huge clusters of infantry regiments. Watch as the V rockets zoom in and wipe out multiple regiments within the span of a few short seconds. By holding your ground at both cities, you ensure yourself a victory.

ASSIST ROMMEL'S FORCES AT CARENTAN

If you want to complete all of the secondary objectives, lend Rommel a hand. While he has a good handle on Montebourg and St. Mere Eglise, he probably needs some help with securing Carentan. Construct a couple more medium tank regiments and send them into Carentan, positioning them along the eastern river ford. Like Bayeux and Caen, the Allies attack with swarms of infantry. Once again, use your tanks to drive back the attacks and utilize Rundstedt's special operations as needed. Concentrating your forces on the eastern side of Carentan allows Rommel's forces to better secure Montebourg and St. Mere Eglise.



Keep an eye on Carentan and support Rommel's troops with medium tanks or special operations like Rundstedt's V Weapons.



AXIS CAMPAIGN

Operation Sea Lion

BRIEFING

CONFIDENTIAL

The D-Day landing was a disaster for the Allies. Their forces in Britain are decimated. Operation Sea Lion, the invasion of Great Britain, can now commence in earnest. Using landing craft captured at Normandy, under cover of massive Luftwaffe bombardment, the Germans have already begun their advance. The Battle of London has begun.



LEGEND

1. Sink the British Battleships
2. Establish Base on Eastern Peninsula
3. Conduct Air Strikes on Montgomery's Eastern Base
4. Capture Southern London
5. Capture Northern London

PRIMARY OBJECTIVE:

- * Capture London.

SECONDARY OBJECTIVE:

- * Sink all British warships in the English Channel.

STARTING MONEY (INCOME):

9,868 (-230)

AMMO RESERVES: -55

OIL RESERVES: -40

BUILDING CAPACITY: 4/20

UNIT CAPACITY: 5/10

AXIS GENERAL:

Field Marshall Rundstedt

SPECIAL OPERATIONS:

- * V Weapons
- * Armored Resupply
- * Demoralization

ALLIED GENERALS:

Field Marshal Montgomery and
Admiral Mountbatten

SPECIAL OPERATIONS:

- * Carpet Bombing
- * Fighting Spirit
- * Code Breaker
- * British Sabotage
- * Smoke Barrage
- * Radar Scan

SINK THE BRITISH BATTLESHIPS

The quickest way to win this battle is to go straight for London. Don't bother traipsing through the English countryside capturing the surrounding cities, fighting Montgomery and Mountbatten's forces at every turn.

Unfortunately, you can't win this battle with paratroopers alone. You need to land troops, build a base, and eventually capture London with tanks. But two British battleships stand in your way. Take out both of these ships before your own battleships move in and initiate the amphibious phase of the assault.



The airborne regiments that start out in Southern London won't last long. You need more firepower to take the city.



Swarm the two British battleships with multiple air strikes to pave a path for your amphibious invasion.

Begin by assigning all four of your airfields to the group bar. You'll conduct dozens of air strikes throughout the course of this battle so it's a good idea to maintain easy access to these key structures. Next, order a recon flight to scan the sea just southeast of Portsmouth. As soon as a battleship is spotted, immediately order an air strike on it before it slips out of sight. As your first bomber attacks, the second battleships comes into view. It takes about eight air strikes to destroy each battleship. So keep up the attack till both ships are sitting at the bottom of the English Channel.

AXIS CAMPAIGN

ESTABLISH A BASE ON THE EASTERN PENINSULA



Build one corps HQ near your airfields, then use it to provide support structures like ammo and oil depots.

invasion force. Your attacking troops have limited space for structures, so use this space for all structures that don't produce regiments.



Build your next corps HQ on the tip of this peninsula, just east of London. Position your battleships on both sides to provide fire support and hold back ground attacks.

division HQ and recruit about three engineer regiments. As the engineers trickle out of the HQ, order them to build two AA bunkers along the northern coastline to help defend your battleship. Construct two more AA bunkers on the southern coastline

As soon as the two British battleships are sunk, two German battleships enter the map from the south. Immediately select both ships and move them to the map's eastern corner. Along the way, use one battleship to deploy a corps HQ to the strip of land on the map's southeastern edge, between your two northernmost airfields. Use this corps HQ to build an engineer brigade and a few ammo and fuel depots to rectify your negative economic standing. The purpose of this base is to provide support structures for the

Continue moving your battleships east, toward the peninsula on South London's eastern flank. This is the site of your assault force's base. Use the battleships' massive guns to clear out any bunkers, then land a couple of infantry regiments and a corps HQ. Meanwhile, split up your battleships, positioning them on the northern and southern sides of the peninsula so they can provide defensive fire support. Unpack the corps HQ on the peninsula's eastern tip, and position your troops to the west. Immediately build an infantry



PRIMA Official Game Guide

to defend the other battleship. If British ground troops attack from Southern London, use your battleships to bombard their positions until they retreat. Further fortify your base by building a few artillery bunkers to the west.

TIP

British air strikes are constant. Even if you build an overwhelming number of air defenses, your structures will still take some damage. So keep your engineers nearby to conduct repairs.

Continue expanding your base to the west, building mechanized and armor division HQs. The space is tight, but as long as you build your support structures across the channel there should be more than enough room. At your mechanized division HQ, build a couple of AA halftrack regiments to further enhance your air defenses. Later, these halftrack regiments will provide support during the London invasion. Meanwhile, build a motor pool across the channel, then start cranking out

medium tank regiments from your armor division HQ. Line up the tanks along your base's western border to intercept ground attacks. Remember, your battleships can still provide fire support when needed.



Expand your base westward using artillery bunkers, AA bunkers, and your battleships to defend them.



AXIS CAMPAIGN

CONDUCT AIR STRIKES ON MONTGOMERY'S EASTERN BASE



Bomb Montgomery's base to the north, demolishing his airfield and corps HQ.

While building up your base, consider striking one of Montgomery's main bases to the north. This base is located northeast of Northern London, near the coast. Conduct a few recon flights over this region to spot targets like the airfield and corps HQ. Then follow up with multiple air strikes. Try to hit every standing structure, beginning with the airfield. Once the corps HQs falls, the remaining structures may try to relocate to Northern London – don't let this happen. Eliminating this base

denies the British of a nearby staging area, requiring them to draw forces from elsewhere once your forces begin the push into London. Plus, eliminating the airfield significantly reduces the number of air raids on your regiments and base.

CAPTURE SOUTHERN LONDON



Use your medium tanks to drive through Southern London. Destroy all bunkers and defenders to gain control of this half of the city.

Now you can start moving into Southern London. Begin by moving your medium tanks west, probing the eastern city limits. Inch forward and destroy all defensive bunkers and defenders along the way. Select one of your AA halftrack regiments and follow the medium tank advance closely to protect them from air strikes. Meanwhile, construct another armor division HQ and build three regiments of heavy tanks. Of course, you must research heavy tanks first at the motor pool across the channel.

Keep moving your medium tanks west, and retreat to resupply as needed. By now you probably only have one battleship left due to persistent enemy air strikes. Move it to the mouth of the Thames so it can strike the bridge between Northern and Southern London. Constantly bombard this bridge to dissuade reinforcements from pouring into Southern London. As your heavy tanks enter service, move them into Southern London and position them on the southern side of the bridge. Then use your medium tanks to mop up the remaining defenders and bunkers surrounding the city's perimeter. As soon as the city falls into German hands, position your medium tanks on the city's western side to prevent counterattacks.



Position your battleship between Northern and Southern London to provide fire support, particularly on the bridge connecting both halves.

CAPTURE NORTHERN LONDON

Once Southern London is secure, run a few recon flights over Northern London to locate artillery bunkers and other defenders. Then use your battleship to target these positions, beginning with the artillery bunkers. Hold your heavy tanks in Southern London till the artillery bunkers are destroyed, then rush across the bridge to engage the defenders. If the tanks get tied up at the bridge, use Rundstedt's *Demoralization* special operation to drive back the defenders. This allows your tanks to enter Northern London and spread out to attack. Between your three heavy tank regiments and the firepower of your battleship, it won't be long till Northern London falls, securing



Once your battleship has demolished most of the artillery bunkers, move your heavy tanks into Northern London to win the battle.

Germany another grand victory.

AXIS CAMPAIGN

India and Burma Campaign

BRIEFING

CONFIDENTIAL

London has fallen. German troops are pouring into the British Isles. Aside from partisan resistance, the heart of the British Empire is dead. Japan marches on Burma to begin an invasion of India and set the sun on the British Empire.

PRIMARY OBJECTIVE:

* Destroy all British forces.

STARTING MONEY (INCOME):

904 (-108)

AMMO RESERVES: -72

OIL RESERVES: +6

BUILDING CAPACITY: 5/20

UNIT CAPACITY: 7/10

AXIS GENERAL:

Admiral Nagumo

SPECIAL OPERATIONS:

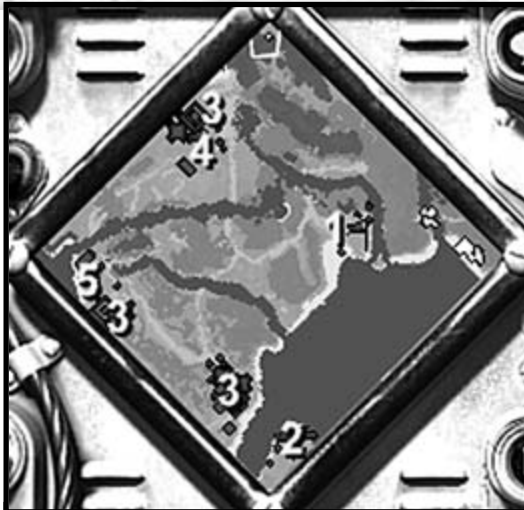
- * Kamikaze
- * Industrial Sabotage
- * Code Breaker

ALLIED GENERAL:

Major General Wingate

SPECIAL OPERATIONS:

- * British Sabotage
- * Infantry Resupply
- * Economic Aid



LEGEND

1. Establish Base Near Calcutta
2. Bomb/Capture Colombo
3. Bomb Wingate's Corps HQs and Division HQs
4. Capture New Delhi
5. Capture Bombay/Eliminate Wingate's Regiments



ESTABLISH A BASE NEAR CALCUTTA



Use your infantry to provide cover while your convoy fords the river and cruises into Calcutta.

As the battle begins, your forces consist of a convoy and your money is slowly trickling away. Immediately select your banzai infantry regiments and move them west toward Calcutta. Then select your convoy of structures and order them to move to Calcutta's western side. When your troops reach the river running along the eastern border of the city, they begin attacking a couple of bunkers. Allow them to engage the bunkers while your convoy of structures slips by. Once all convoy trucks make it across the river ford,

disengage the bunkers and move your troops west to meet up with your base's structures. As they pass through the city, it comes under your control.



Unpack your base structures on the western side of Calcutta and immediately build air defenses to defend them from constant air raids.

When your convoy trucks are out of range from the bunkers (including the artillery bunker within the city's eastern side), unpack them and immediately start building up your base. Construct an engineer brigade, then recruit a few engineer regiments to build AA bunkers around your corps HQ and infantry division HQs. Next, build a mechanized division HQ and start cranking out AA halftrack regiments. Two or three AA halftrack regiments should be sufficient to defend your structures against frequent air

raids. Meanwhile, make sure your banzai infantry regiments are attached to one of the infantry division HQs. Get them to full strength so they can repel ground attacks. Consider recruiting a few more infantry regiments to further secure your

AXIS CAMPAIGN

base from attack. Wingate will usually approach from New Delhi to the west or from his base to the south, attacking with infantry and mechanized units – but he's working on building tanks.



CAUTION!

Watch the river ford on Calcutta's eastern side. Wingate may attempt a flanking maneuver to attack your base and capture the city. Wipe out the British bunkers at the river ford and position a mechanized or infantry regiment nearby to cover this avenue of attack.



The western river ford is a popular avenue of attack for British forces approaching from New Delhi. Greet their advance with a line of medium tanks and infantry.

To further secure your base from more advanced attacks, build some tanks too. Start off by building one armor division HQ and a motor pool so you can construct medium tank regiments. Spread out your tanks on your base's southern and western sides and jostle them around to respond to enemy attacks. Build a second armor division HQ and fill in the empty spots in your defensive line with more medium tanks. Between your medium tanks and infantry, you should be able to hold back anything Wingate throws at you.

BOMB/CAPTURE COLOMBO



Bomb the airfield at Colombo, then drop an airborne infantry regiment to capture the city.

Your base will be much safer if you can wipe out Wingate's command of the air. He only has one airfield, located on the island of Colombo to the south. The only way you can attack it is with bombers of your own, so build an airfield. When your airfield is complete and stocked with aircraft, run a recon flight over the island to spot the enemy airfield's location. It's defended by a few AA bunkers, but by conducting



PRIMA Official Game Guide

two simultaneous air strikes, you can overwhelm their air defenses and slip through to hit the airfield. Destroying the airfield on Colombo completely eliminates the air threat to your base. If you have the extra money, deploy an airborne regiment to Colombo. Capturing the city gives you a boost in income and resources, but more importantly, it deprives Wingate of these assets.

TIP

Even after destroying the airfield near Colombo, you may still see a C-47 flying across the map from time to time. This indicates that Wingate is using his **Economic Aid** special operation. Try to position one of your AA halftrack regiments beneath its flight path to shoot it down and deny Wingate economic relief.

BOMB WINGATE'S CORPS HQS AND DIVISION HQS



Now that your base is safe from air raids, consider scaling back your air defenses. Sell your AA bunkers and disband all but one AA halftrack regiment. This frees up ammo and oil that will come in handy for supporting a second airfield. You'll need at least two airfields to conduct the next phase of the battle.

Locate and bomb all of Wingate's corps HQs, then set your sights on his numerous division HQs.

Wingate's resources are still too plentiful and you won't be able to capture New Delhi or Bombay till you weaken his forces. The best way to do this is by hitting his supply system. Begin by performing recon flights over both cities as well as Wingate's large base just west of Colombo. At each location is a corps HQ. As soon as each corps HQ is located, launch your bombers. It takes four air strikes to destroy each corps HQ. However, you can still succeed if you use Nagumo's *Kamikaze* strike after two bombers drop their payload. The destruction of Wingate's southernmost corps HQ, causes the surrounding division HQs to migrate north, toward Bombay's supply lines, so keep tabs on their locations by conducting frequent recon flights.

Destroying Wingate's corps HQs denies him the ability to build new structures. Now go after his supply distribution chain by conducting air strikes against his

AXIS CAMPAIGN

division HQs. Focus on his armor division HQs first. When all division HQs are destroyed, Wingate's units won't be able to resupply. Meanwhile, use Nagumo's *Industrial Sabotage* special operation to demolish depots. Locate and destroy oil depots first, as this causes the most damage to Wingate's economy. The bombing of Wingate's HQs and supplies is time consuming, but it's the best way to strangle his forces while maintaining your base at Calcutta.

CAPTURE NEW DELHI



Destroy the surrounding division HQs and bunkers before your tanks can take control of New Delhi.

Keep bombing and destroying Wingate's division HQs and depots while moving a group of three medium tank regiments toward New Delhi. The city is usually defended by fewer units than Bombay, increasing your chances of capturing it. But it may take several attempts before your tanks actually drive into the city. A number of bunkers are located on the city's northern side; they take a while to destroy. But if you have the experience points, use a *Kamikaze* strike to wipe them out. If your bombers haven't

destroyed them yet, focus on the division HQs next. These are positioned between the city and the map's northwestern edge. Eliminating these structures is more important than dealing with retreating regiments so don't bother chasing them down. Once the bunkers and structures are destroyed and the last defenders have routed, the city comes under Japanese control, allowing your tanks to rest and heal within its supply zone.

CAPTURE BOMBAY/ELIMINATE WINGATE'S FORCES

When your bombers run out of division HQs to bomb, locate and conduct bombing runs on individual regiments. Remember, the main goal of this battle is to destroy all of Wingate's regiments. Meanwhile, send your medium tanks in New Delhi south, along the map's northwestern edge toward the western side of Bombay. Select your remaining medium tanks near your base in Calcutta and move them toward Bombay as well. Together your two groups of medium tanks should be able to run the defenders out of the city and destroy the surrounding bunkers. When



Bombay is in your possession, use recon flights and Nagumo's *Code Breaker* special operation to locate Wingate's remaining forces. You don't have to take out every last structure and bunker to win the battle, but you do need to hunt down and eliminate every last British regiment. This not only wins the battle – it totally removes Britain from the war.

Hit Bombay from the north and west with your two groups of medium tanks. Then hunt down the remainder of Wingate's regiments to win the battle.

The Burning of Moscow

BRIEFING

CONFIDENTIAL

With the Red Army in tatters and supplies desperately short, Russian morale is at an all-time low and forces are surrendering in droves. Stalin has realized that the fall of Moscow will result in the complete collapse of Communist control over the masses, and has staked a final defensive line comprised of the Red Army's last remnants and irregular conscripts from the general population. Victory here will mean the end of Russia. The German European forces, supported by advance Japanese units from newly-conquered India, are prepared to strike the final blow.

PRIMARY OBJECTIVE:

- * Capture Moscow before Japan.

SECONDARY OBJECTIVES:

- * Destroy all of Zhukov's forces.
- * Destroy all of Chuikov's forces.

STARTING MONEY (INCOME):

1,038 (+75)

AMMO RESERVES: +55

OIL RESERVES: +60

BUILDING CAPACITY: 5/20

UNIT CAPACITY: 3/9

AXIS GENERALS:

Field Marshall Manstein and
General Kuribayashi

SPECIAL OPERATIONS:

- * V Weapons
- * Espionage
- * Propaganda War
- * Banzai Charge

AXIS CAMPAIGN

- * Mechanized Resupply
- * Espionage

ALLIED GENERALS:

Marshal Zhukov and General Chuikov

SPECIAL OPERATIONS:

- * Communist Zeal
- * Supply Drop
- * Sandbagging
- * Carpet Bombing
- * Assembly Line
- * Maskirovka



LEGEND

1. Capture Kaluga
2. Destroy Chuikov's Forces
3. Extend Supply Lines to Moscow
4. Bomb Zhukov's Base
5. Attack and Capture Moscow

CAPTURE KALUGA



Rush your three infantry regiments into Kaluga and position them at the river crossing to hold back Chuikov's attacks.

Moscow is finally within striking distance: Manstein's forces are poised in the south and Kuribayashi is applying pressure from the east. But before marching into Stalin's last stronghold, you must build up a substantial attack force. While doing this, you also need to defend your base from attack. General Chuikov poses the biggest threat from his base on the map's southeastern edge. However, if you capture the city of Kaluga, you can contain his



PRIMA Official Game Guide

forces to the eastern riverbank, preventing his infantry and armor from reaching your base.

As soon as the battle begins, select your three infantry regiments and immediately move them into Kaluga. Chuikov has positioned a couple of conscript regiments within the city, but they stand no chance against your troops. Destroy them or chase them across the river to take control of the city. Line up your infantry regiments near the river ford but make sure they're still taking advantage of the city terrain modifier. Once they entrench themselves, they should be able to hold out till more substantial reinforcements can arrive. While capturing Kaluga, build a motor pool back at your base, then build an armor division HQ so you can begin producing medium tank regiments. As each regiment rolls out, move it directly to the river crossing at Kaluga to help your infantry regiments defend the city. Three medium tank regiments should be sufficient to hold the line, but you need heavier firepower to bring Chuikov's persistent attacks to an end. Build another armor division HQ and produce a couple more medium tank regiments to defend your base against attacks. Watch the road to the northeast and the river crossing to the west.



Construct a few medium tank regiments and use them to help defend Kaluga.

DESTROY CHUIKOV'S FORCES

You can't defend Kaluga and attack Moscow at the same time, so you must completely wipe out Chuikov's forces to alleviate the pressure on your eastern flank. Your regiments in Kaluga aren't strong enough to attack Chuikov's tanks and structures while holding the city. So strike against Chuikov's infrastructure to cripple his regiments by denying them supply.

AXIS CAMPAIGN



Conduct a couple of air strikes on Chuikov's corps HQ, then finish it off with Manstein's V Weapons.

corps HQ. Two air strikes won't be enough to demolish the corps HQ, but if used in conjunction with Manstein's *V Weapons* special operation, the attack will succeed. When you have enough experience points to use *V Weapons*, order two air strikes (with fighter escorts) on Chuikov's corps HQ and watch the bombing runs carefully. Wait till the bombers have dropped all their bombs or until they're shot down before launching the *V Weapons*. If your bombers inflict enough damage, the V rockets will do the rest, demolishing the corps HQ and cutting off Chuikov's supplies.



Once Chuikov's corps HQ is out of commission, move in with your medium tanks and wipe out every last regiment and structure.

Save up and purchase an airfield and position it near the river to the west – if you place it near your base, your aircraft will later have to fly over Moscow's heavy air defenses when striking Zhukov's forces to the north. While generating new aircraft at the airfield, research *Self-Sealing Fuel Tanks* to give your bombers and fighter escorts a much needed defensive boost from the Russian flak they'll soon encounter. As soon as you have some fighters, send one or two on recon flights to the east of Kaluga to spot Chuikov's

Instead of rushing in and mopping up the remnants of Chuikov's forces, let them starve. The immediate destruction of their supply source causes some of Chuikov's regiments to self-destruct or disband. The rest of Chuikov's regiments make a desperate drive toward Kaluga, running directly into your defensive line of tanks and infantry. Hold at Kaluga until the attacks dwindle, then move your medium tanks across the river to wipe out the remaining bunkers and structures. Destroy every single structure on the river's eastern side to complete the secondary objective.

EXTEND THE SUPPLY LINES TO MOSCOW



Extend your supply lines to this northern river crossing, and defend the choke point with your tanks and infantry.

forests. Hold this line until you can build up a larger attack force. Start by building another armor division HQ, then research *Heavy Tanks*. While building three heavy tank regiments, take steps to weaken Zhukov's forces.

With Chuikov out of the way, you can now turn toward Moscow. Immediately move your tank and infantry regiments back to your base, then move them along the road leading northeast. Support their advance by constructing supply depots along the road. A total of three supply depots are sufficient to extend your supply lines to Moscow's southern side. Hold your regiments at the first river crossing. Position your medium tanks in a defensive line across the dirt road and deploy your infantry within the nearby

BOMB ZHUKOV'S BASE



Eliminate Zhukov's corps HQ, then turn your bombers loose on his oil and ammo depots.

Attacking Moscow is much easier if you can neutralize Zhukov's forces. As you did with Chuikov, the quickest way to do this is by attacking his corps HQ. Zhukov's base is near the map's northern corner, along the eastern edge. Conduct a few recon flights in this region till you can spot the corps HQ. Zhukov's base is well defended by AA bunkers so consider building a second airfield to increase the chances of getting your bombers through the thick clouds of flak. Once again, make sure you have enough experience

points to conduct a *V Weapons* strike on the corps HQ before sending your bombers on their attack run. When ready, watch the bombers make their bombing runs and launch

AXIS CAMPAIGN

the *V Weapons* to wipe out Zhukov's corps HQ. The destruction of Zhukov's corps HQ causes his key base structures to relocate near Moscow, drawing supplies from the city. But now Zhukov can not purchase new structures, giving you the chance to whittle away at his supplies. Conduct more bombing raids, concentrating on hitting his fuel depots first. Then go after his ammo and supply depots. This causes his economy to self-destruct slowly, forcing him to disband several regiments to stay afloat.

ATTACK AND CAPTURE MOSCOW



Inspect Zhukov's economic status with the Espionage special operation. Make sure he's bleeding money before driving into Moscow.



Overwhelm Moscow's defenders with a massive armor attack—make sure you capture the city before Kuribayashi does!

Now that Zhukov is weak, General Kuribayashi will be looking for an opening to drive into Moscow – don't let him have all the glory! Spearhead your attack on Moscow with your three new heavy tank regiments. Follow closely behind with your medium tank regiments and infantry. You face some resistance at the second river crossing leading into the city, but your heavy tanks should have no problem routing the defenders. The city's interior is defended by dense clusters of infantry. If you have the experience points, conduct another *V Weapons* strike on these infantry regiments to wipe them out. Use your massive armor force to mop up the remaining defenders and destroy the various bunkers to take control of the city and win the battle. To complete the remaining secondary objective, you must hunt down Zhukov's remaining regiments and structures. Most of them should be clustered around Moscow's northern edge, but some may still be near the site of Zhukov's destroyed corps HQ to the north.



PRIMA Official Game Guide

Assault on Midway

BRIEFING

CONFIDENTIAL

Japanese intelligence divisions realized that the Americans are in possession of their codes, and using this knowledge, tricked the Americans into an ambush. Now the last of the American fleet is sunk, and the invasion of Midway has begun. Success will open the way to the eventual invasion of Hawaii and domination of the Pacific.



LEGEND

1. Invade Eastern Island
2. Destroy American Fleet
3. Bombard Sand Island
4. Capture Sand Island Airbase

PRIMARY OBJECTIVES:

- * Capture and hold the American airbase on Sand Island.
- * Capture and hold the American airbase on Eastern Island.

SECONDARY OBJECTIVE:

- * Destroy both American carriers.

STARTING MONEY (INCOME):

1,038 (+75)

AMMO RESERVES: +55

OIL RESERVES: +60

BUILDING CAPACITY: 5/20

UNIT CAPACITY: 3/9

AXIS GENERAL:

Admiral Yamamoto

SPECIAL OPERATIONS:

- * Kamikaze
- * Demoralization
- * Radar Scan

ALLIED GENERAL:

Admiral Nimitz

SPECIAL OPERATIONS:

- * Atomic Bomb
- * Assembly Line
- * Economic Aid

AXIS CAMPAIGN

INVADE EASTERN ISLAND



Bombard the northern tip of Eastern Island, then deploy a couple of infantry regiments to establish a beachhead.

the northern shore. Next, move one battleship to the island's eastern side and bombard the corps HQ and any division HQs. Your other battleship should remain on the western side of the island, where it can also bombard Nimitz's key structures.



Build a small base on the northern tip of the island and defend it with several AA bunkers. These help protect your structures and your fleet.

Of the two islands, Eastern Island is the best place to begin your assault due to its lack of defenses. Plus, its position on the map allows you to best protect your fleet from air strikes. So begin by moving your fleet toward the map's eastern corner. Meanwhile, order a few recon flights over the island to spot bunkers and other structures. Once your battleships are within range, begin pounding the bunkers on the island's northern tip. Follow up by landing a couple of infantry regiments on the island and use them to mop up any bunkers on

While your battleships and infantry wipe out the enemy bunkers and HQs, deploy a corps HQ of your own to the island's northern side. As soon as it unpacks, build an infantry division HQ and an engineer brigade. Immediately recruit three engineer regiments as soon as possible and use them to construct AA bunkers on the western and eastern sides of the island. If you keep most of your fleet on the island's eastern side, the incoming American aircraft have to fly over your air defenses to reach them. The AA bunkers are also essential in the defense of



PRIMA Official Game Guide

your corps HQ and other structures. No matter how extensive your air defenses are, some American bombers will slip through and inflict some damage on your base, so keep your engineers nearby to conduct repairs. As the battleships wipe out the structures and bunkers surrounding the airbase, move your infantry regiments south to capture it, completing one of your primary objectives.



Be aware that Nimitz possesses the Atomic Bomb special operation. He'll probably use it on your corps HQ on Eastern Island. While it isn't powerful enough to take out the corps HQ or your infantry division HQ, it will vaporize all surrounding bunkers, depots, and infantry regiments. So position your regiments and structures accordingly.

DESTROY THE AMERICAN FLEET



When the first American battleship attacks, intercept it with your western battleship and hit it with four air strikes—don't let it get near your carriers!

During your invasion of Eastern Island, the Americans are likely to respond with their ships. The first attack is likely to come from the carrier and battleship positioned just south of the island. The American battleship cruises along the island's western shore, eventually engaging your westernmost battleship. As soon as this happens, turn both battleships' guns toward the American ship and begin shelling. At the same time, launch multiple air strikes against the American battleship. Between your naval bombardment and bombers, the American battleship won't last

long. But don't let your guard down—the American carrier is likely to show up soon. Launch a few recon flights to scour the sea just south and southwest of Eastern island. As soon as the carrier is spotted, launch another round of air strikes and move your western battleship nearby to engage the carrier at close range. The bombers and fighters will occupy the American defensive fighters, allowing your battleship to pound the carrier unopposed. Sinking this carrier completes half of the secondary objectives.

AXIS CAMPAIGN



Use reconnaissance flights to locate the second American carrier, then pound it with constant air strikes until it sinks. This clears the skies of American aircraft.



During the naval battle, two new battleships join your fleet along the northeastern edge of the map. Put them to good use!

The other half of the American fleet is originally positioned off the western coast of Sand Island. Your progress on Eastern Island prompts them to respond, sailing around the northern side of Sand Island, then due east toward your fleet. Run constant recon flights just north of Sand Island to spot the ships before they pose a threat to your fleet. The battleship comes into view first. As soon as you spot it, launch four air strikes on it, then send your western battleship to meet it. You may lose this battleship in the ensuing naval duel, but don't worry – two more battleships will join your fleet on the map's northeastern edge. Keep bombing and bombarding the battleship until it sinks, then seek out the last American carrier and sink it with air power. Eliminating both carriers not only completes your secondary objectives, but it also denies Nimitz air support, allowing your battleships to dominate the rest of the battle.

BOMBARD SAND ISLAND

Even if you lost one battleship during the fight with the American warships, you now have two new battleships. Immediately move them to the southeastern coast of Sand Island. As they move into position, conduct a few recon flights over the southern portion of the island to spot Nimitz's last corps HQ. Once located, position your battleships nearby and bombard the structure till it falls. This removes the island's only source of supply, quickly draining the nearby HQs, denying them the ability to resupply their regiments. Once the corps HQ is down, target the various bunkers beginning with the AA bunkers. For more firepower, move your third battleship (still positioned near Eastern Island) to the western coast of Sand Island. Conduct frequent recon flights over the island to spot the bunkers, then use your battleships to bombard them.



Move battleships to the eastern and western coasts of Sand Island and bombard the corps HQ as well as all AA bunkers.

TIP

If Nimitz has large clusters of bunkers near the airbase, consider using Yamamoto's Kamikaze special operation to wipe them out. This is much faster than naval bombardment and has a wide area of affect capable of completely demolishing four or five tightly clustered bunkers and seriously damaging any others that are nearby.

CAPTURE SAND ISLAND AIRBASE



Land a few infantry regiments to capture the airbase as soon as the surrounding bunkers are destroyed.

AXIS CAMPAIGN

When the island is totally clear of AA bunkers, send in your bombers to mop up the defending regiments. When you took out the corps HQ, Nimitz packed up all of his division HQs – but they have nowhere to go. Don't bother attacking these packed up structures as they pose no threat to your forces. Instead, go after bunkers, artillery bunkers, depots, and any mechanized and armor regiments. Your biggest priority is to clear out the area surrounding the airbase – don't worry about bunkers or regiments clustered on the northern or southern tips of the island. Now select one of your battleships and deploy a couple of infantry regiments via landing craft. Make sure they have a clear path to the airbase before they move inland to capture it, bringing the battle to a victorious conclusion.

Invasion of Hawaii

BRIEFING

CONFIDENTIAL

Australia, India, Siberia, China, and the South Pacific are now all part of the Greater East Asia Coprosperity Sphere and protected by the Japanese Empire. However, until the United States is finally and utterly neutralized as a naval power, the Japanese Empire will not be safe. Securing Pearl Harbor will ensure the isolation of the Americas and the everlasting strength of the Empire!

PRIMARY OBJECTIVES:

- * Capture and hold Nanakuli.
- * Capture and hold Wahiawa.
- * Capture and hold Honolulu.
- * Sink all American ships.

SECONDARY OBJECTIVE:

- * Contact your spy on the north end of Oahu.

STARTING MONEY (INCOME):

4,352 (-50)

AMMO RESERVES: -10

OIL RESERVES: -10

BUILDING CAPACITY: 0/20

UNIT CAPACITY: 0/19

AXIS GENERAL:

Admiral Nagumo

SPECIAL OPERATIONS:

- * Kamikaze
- * Industrial Sabotage
- * Code Breaker



PRIMA Official Game Guide

ALLIED GENERAL:

Admiral Nimitz

SPECIAL OPERATIONS:

- * Atomic Bomb
- * Assembly Line
- * Economic Aid



LEGEND

1. Contact the Spy
2. Destroy American Airfields
3. Establish Base
4. Capture Honolulu/Oil Tanks
5. Bomb American Warships
6. Capture Wahiawa
7. Capture Nanakuli

CONTACT THE SPY

Admiral Nagumo's fleet finally has Nimitz cornered at Hawaii. The following invasion is a delicate operation, requiring several preliminary steps before your ground forces can drive through the island and capture the three cities. For instance, while your fleet is positioned in the map's northern corner, select one of your battleships and deploy an infantry regiment to the island's northwestern coast – an amphibious landing is much cheaper than dropping paratroopers. Meanwhile, mover the entire fleet toward the map's western corner. As soon as your troops land on the beach, move them inland and scour the jungle for the Japanese spy. Keep the infantry



The Japanese spy is located on the island's northwestern coast. Deploy an infantry regiment from one of your battleships to make contact.

AXIS CAMPAIGN

regiment in a column formation so they won't automatically engage the nearby AA bunkers. Upon moving next to the spy, he informs you that he planted a mine in Pearl Harbor. Soon after speaking to him, the mine detonates in the harbor, destroying one of two American battleships. This leaves one battleship and one aircraft carrier you'll have to take out later. Now use the infantry regiment to destroy the nearby AA bunkers, then march them east along the coast to engage a few more American air defense positions.

DESTROY THE AMERICAN AIRFIELDS



Locate the American airfields with recon flights, then attack them with air strikes or Kamikaze attacks. One Kamikaze attack is enough to destroy an airfield.

Conduct a couple of recon flights over Oahu's northeast coast, just north of Honolulu. An airfield is located near the coast, among a few other buildings, including a corps HQ. Immediately move your battleships into position and bombard this small base, beginning with the airfield. This will be the location of your base. While your battleships pound the American structures, conduct more recon flights, one south of Pearl Harbor and another south of Wahiawa. As soon as you uncover the airfield south of Pearl Harbor, conduct four air strikes on it. Use four bombers (and

escorts) for this strike to ensure that your aircraft make it through the thick air defenses surrounding the harbor. Another airfield is south of Wahiawa, positioned among several other structures. If you have the experience points, hit it with a *Kamikaze* strike. Otherwise, send another four bombers to wipe it out. Destroying all of Nimitz's airfields greatly diminishes his air superiority, but it doesn't eliminate it. The USS *Enterprise* in Pearl Harbor will still conduct air strikes against your forces, but it's much easier to cope with these air raids now that the surrounding airfields are out of commission.

ESTABLISH A BASE



Use your battleships to bombard the American structures on the northwest coast, then deploy a few infantry regiments and a corps HQ.

these structures too close to your corps HQ – Nimitz will eventually use his *Atomic Bomb* on your corps HQ, destroying any nearby depots and potentially throwing your supply system (and subsequently your economy) into turmoil. So spread out your depots to avoid giving Nimitz a juicy target. Follow up your depot construction with mechanized and armor division HQs. These structures can withstand a nuclear strike so position them around your corps HQ.

Even before your battleships have wiped out the American structures on the northwestern coast, land a few infantry regiments and move them inland to assist in the destruction. Right behind them, land a corps HQ and unpack it right on the coastline. Immediately crank out an infantry division HQ and an engineer brigade. Then recruit a few engineer regiments to construct AA bunkers on the southern side of these structures. Next, take steps to improve your economy by building ammo and fuel depots. But don't position



Nimitz will attack your base with his Atomic Bomb special operation. Most attacks will focus on your corps HQ, so make sure your depots and other weaker structures are positioned a safe distance away.



During the construction of your base, you have to deal with several early ground assaults. Fortunately, the use of battleship bombardment and air strikes is sufficient to drive back these attacks. But as soon as possible, build a few medium tank regiments and allow them to entrench themselves on your base's southern side. Tanks are needed to withstand Nimitz's more ambitious ground attacks. Still, use your battleships for added fire support.

AXIS CAMPAIGN



Until you can build a few tanks, your battleships are responsible for protecting your base from ground assaults. Use air strikes to assist as needed.



CAPTURE HONOLULU/OIL TANKS



Drive your tanks along the northern side of Honolulu, taking out division HQs and depots along the way.

As soon as you have three medium tank regiments, begin making the drive into Honolulu on your base's southern flank. Move the tanks along the city's northern edge, taking out the armor division HQ and any nearby defenders. Continue driving around the city, eliminating the various ammo depots. If needed, retreat back to your base's supply line, then immediately move back into the city to wipe out the various bunkers. Once the city's limits are devoid of enemy structures, Honolulu comes under your

control. To discourage air strikes on the city, construct and deploy an AA halftrack regiment. If you haven't already, construct a second armor division HQ and use it to populate Honolulu with a few more medium tanks regiments. Once your existing medium tanks rest within the city's supply lines, move them south toward Pearl Harbor. The real prize of Honolulu is the three large oil tanks. Drive your tanks

toward these large white structures to capture them, providing a tremendous boost to your oil reserves. Continue moving your tanks south toward the harbor and eliminate the AA bunkers. This helps clear the path for your bombers to attack the remaining ships in Pearl Harbor.



Capture the three oil tanks on the northern end of Pearl Harbor, then take out the nearby AA bunkers.

BOMB THE AMERICAN WARSHIPS



The USS Enterprise is damaged from earlier attacks, making it easier to sink with air strikes.

When Pearl Harbor's northern air defenses are destroyed, select one of your carriers and conduct a recon flight over the harbor. As soon as the USS *Enterprise* is spotted, empty your carrier flight decks by launching six air strikes on the last American aircraft carrier. Sinking the USS *Enterprise* denies Nimitz's ground forces air support, giving your AA bunkers and engineers back at your base some well deserved rest. But Nimitz can still conduct *Atomic Bomb* attacks, so keep engineers nearby to conduct structural repairs as needed. The USS

Maryland is the last American ship, located at the harbor's mouth. When your aircraft carriers are ready to launch a new round of air strikes, conduct a recon flight over the harbor's eastern side to locate Nimitz's last battleship. Get your bombers in the air as soon as the battleship is spotted and keep pounding it with bombs till it sinks. The battleship is much harder than the *Enterprise*, so consider using a *Kamikaze* strike to weaken it. With persistent attacks, the USS *Maryland* eventually sinks, completing one of your primary objectives.

AXIS CAMPAIGN

CAPTURE WAHIAWA



Capture Wahiawa with your tanks while your bombers eliminate the corps HQ. Then move your tanks south to destroy the division HQs as they attempt to escape.

Deprived of Honolulu's supply source, most of Nimitz's division HQs (originally placed near Pearl Harbor) will relocate to Wahiawa. However, Nimitz's forces are still trying to cope with the sudden reduction in their oil reserves since you captured the three large oil tanks. Hit the forces at Wahiawa while Nimitz is still reeling. Move your medium tanks west, supporting their advance by chaining a supply line from Honolulu. Before driving into the region, conduct a few recon flights to locate the positions of division HQs and depots. Try to

identify tight clusters of ammo and oil depots and hit them with a *Kamikaze* strike. Then send in your bombers to strike the corps HQ and division HQs just south of the city. As your bombers fly in overhead, move your tanks directly toward the city. Eliminate defenders and bunkers positioned around the city limits until Wahiawa is under your control. Assuming your bombers took out the nearby corps HQ, this



leaves the surrounding American structures without a source of supply. They eventually pack up and move south, toward Nanakuli. Don't let them escape. Focus your attacks on the packed up division HQs. The fewer American structures and regiments that escape Wahiawa, the easier it will be to capture Nanakuli.

CAPTURE NANAKULI



Launch a combined attack on Nanakuli to destroy the defending regiments and structures so you can secure the city.

Before driving south to Nanakuli, take steps to defend your existing assets. Position a medium tank regiment in Honolulu, near the three oil tanks, and one within Wahiawa. Nimitz will attempt to capture these cities and resources, usually with mechanized infantry regiments. But medium tanks are sufficient to drive back these desperate attacks. Support your tanks with air strikes as needed. Meanwhile, prepare your attack force of three medium tank regiments by resting them within Wahiawa's supply lines. Before advancing on Nanakuli, order a

few recon flights over the area to locate the corps HQ and division HQs clustered around the city. While driving your medium tanks south, through the narrow mountain pass, select your aircraft carriers and order multiple air strikes on the corps HQ and division HQs positioned along the southern coastline. At the same time move your medium tanks in from the north and attack the city's defending regiments. By squeezing Nanakuli with air raids to the south and armor attacks from the north, the defenders will have nowhere to run. Keep pushing your tanks south until they gain control of the city. Assuming you held Honolulu and Wahiawa, the capture of Nanakuli brings the battle and Axis campaign to an end, leaving the world in the hands of the Third Reich and Imperial Japan.



WORLD WAR II MODE

Operation: Top Secret

If you're bent on world domination or simply a fan of the original *Axis & Allies* board game, then the World War II Mode should have plenty of appeal. In this mode you're charged with moving your nation's armies around a map of the world, leading them to victory with a mix of turn-based and real-time strategy. In this chapter we take a look at the basic mechanics of this unique mode, offering tips for selecting the best general while exploring other key gameplay considerations. Most importantly, we cover grand strategies for all five nations, including recommended first-turn moves. Even if you're an *Axis & Allies* aficionado, there are several major differences between this World War II Mode and the board game, so read up and fine-tune your tried and proven strategies before tackling this mode.

Selecting a General



Selecting a general is the first step. Review each general's special operations and pick the one who best compliments your nation's strategic situation, not to mention your preferred style of play.

Before jumping into the World War II Mode, take some time to review the special operations attributed to each available general offered by your selected nationality. There are four generals per nation, each having four special operations. As in the RTS mode, these special operations come into play only during battles. However, once a general is selected, you're stuck with the same set of special operations throughout the duration of the entire war. That means you have to rely on these operations during every battle you fight. This makes the selection process much more difficult, requiring you to

think ahead to determine which special operations best fit your nation's situation. Take into account the type and position of your nation's armies at the start of the war. If you have mostly infantry armies, select a general who provides tactical bonuses to infantry.

WORLD WAR II MODE

Or select a general with wider appeal, whose operations can benefit a variety of units. The generals, special operations, and strategic considerations are detailed later in this chapter, within the national strategies sections. Take some time to read over the strategy for your selected nation before settling on a general.

Logistics and Combat



Similar to the board game, your nation's armies are represented by small game pieces shaped as soldiers, trucks, and tanks.

Each nation's armies are the heart of the World War II Mode, allowing them to extend their presence across the map and engage the enemy in remote territories. These armies are represented by game pieces shaped in the form of soldiers, trucks, and tanks – soldiers represent infantry armies, trucks represent mechanized armies, and tanks represent armored armies. Each army can move into one territory per turn. When you click on an army, several arrows appear showing all possible moves.

Green arrows represent uncontested paths of movement into friendly or independent territories. Red arrows represent movements into hostile territories.

1st THE STARS AND STRIPES 1st
Daily Newspaper of the United States of America
DEFEND YOUR BORDERS!

Study the borders of your territories carefully before launching your plan for global domination. Determine from which directions you can be attacked by selecting an army in your territory – all the territories to which the army can move are also potential avenues of attack. It's not necessary to defend every single territory under your control. Instead, move your armies outward and try to establish a solid front line. Consolidating your armies in a few key territories is much more beneficial than spreading your armies thin among all territories.

If an enemy army is present in the selected territory, you can resolve the conflict in Battle Mode or Quick Resolve. Choosing Battle Mode switches the game into RTS mode allowing you to take control of the battle. In RTS mode, every army you commit increases the amount of money you begin the battle with. Each army is worth a different amount, with infantry being worth the least and armor worth the most. The enemy corps HQs are usually placed somewhere on the other half of the map, making it easier to focus your recon units.



PRIMA Official Game Guide

You can conduct only one battle per turn, so move your units carefully. However, there is no limit to the number of undefended enemy territories you can enter within a turn. Just make all of your movements into enemy territories before resolving any battles. Once the battle phase is played, you won't be able to invade enemy territories.



For best results, play evenly matched conflicts in Battle Mode and take control of your units to ensure a victory.

Whether it is played in Battle Mode or Quick Resolve, there are always several predictable outcomes to every conflict. If you attack a territory and lose the battle, the army you first moved into the territory will be destroyed and the remaining armies will return to their starting territories. So always move a low-value army into the hostile territory first. If you win the battle, all attacking armies will survive and occupy the new territory while the enemy loses one of their armies and the rest retreat to a friendly or unoccupied

territory. However, if all surrounding territories are occupied by your armies, the enemy won't be able to retreat and subsequently loses all of their armies. So try to surround heavily defended territories before launching an invasion. This is a critical tactic when attacking enemy capitals.



CALCULATING THE ODDS: QUICK RESOLVE

Similar to the board game, the Quick Resolve option uses a degree of randomness when resolving battles. Instead of the familiar die roll, each army is assigned a percentage based on the number of divisions it has. When attacking an army of equal strength, you have a 48% chance of winning (the odds always favor the defender). You can increase your chances of winning by upgrading with extra divisions. Each additional division added to your attack or defending force increases your chances of

winning by 5%. So adding a fully upgraded army to your attack force (with infantry, mechanized, armor, and air divisions) increases your chances of winning by 20%. Each researched technology also has an impact on these battles, increasing your chances of winning by approximately 1%. So always analyze an enemy's defending armies before plunging your units into action, and remember it's the total number of divisions that has the biggest impact on a battle's outcome.

WORLD WAR II MODE

Income and Resource Allocation



Use your money to buy new armies, upgrade existing armies with new divisions, or conduct research.

Money is much harder to come by in the World War II Mode, making it necessary to scrutinize every purchase. Income is accumulated at the start of every turn, indicated by the number preceded by a plus sign at the top of the screen. Money is accrued from the territories your nation controls. Each territory is worth a predetermined amount, adding a secondary plane of complexity to your overall strategy. If you capture a new territory, the income is not added to your wealth till the next turn. Income works the same way for all nations involved

in the war. So every enemy territory you capture deprives them of income and vice-versa. Draining a nation's economy is the best way to weaken it, eliminating its ability to purchase new armies for expansion or defense. Your money can be spent on armies, army upgrades, and new technologies.

ARMIES

Army Costs	
Army Type	Cost
Infantry Army	30*/35
Mechanized Army	55
Armored Army	90
Air Army	150

* Russia Only

Purchasing new armies is essential to defending your territories and expanding your nation's presence around the globe. When a new army is purchased it's deployed at your capital. From there it can move to or attack any adjacent territory during the same turn as its creation. There are four types of armies available for purchase, each with different capabilities:

Infantry Army: This is the cheapest army available. Purchase infantry armies early in the war when your income is low, then upgrade them later. In combat, infantry armies can only create infantry division HQs from their corps HQ.

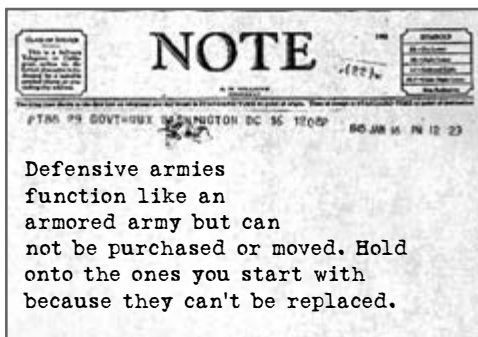
Mechanized Army: Mechanized armies cost more than infantry armies, but gain the ability of creating mechanized division HQs as well as infantry division HQs.



PRIMA Official Game Guide

Armored Army: These armies are very expensive, often requiring you to save up for them. But they can also create armor division HQs in addition to infantry and mechanized division HQs, granting the army extreme flexibility.

Air Army: At a whopping cost of 150, the air army is essentially the same as an armored army with an added air division. It may seem expensive, but saving up for these armies costs much less than buying an armored army and then upgrading it with an air division later.



ARMIES UPGRADES

Division Upgrade Costs	
Army Type	Cost
Mechanized Division	45
Armor Division	65
Air Division	100

When time or money doesn't allow you to buy the armies you really want, deploy a lesser army and upgrade it later. Upgrading armies is much more expensive than purchasing them outright, but it does provide certain advantages. Since new armies are always deployed at your capital, it is sometimes difficult to move them where they're needed. Upgrading allows you to grant existing armies new divisions wherever they're located. This is often worth the extra cost, especially when fighting on the opposite side of the world. Three separate division upgrades are available:

Mechanized Division: This upgrade can only be purchased by infantry armies, allowing them to construct mechanized division HQs. If you want to upgrade an infantry army with an armored division, this upgrade must be purchased first.

Armored Division: Use this option to upgrade mechanized armies with the option for creating armor division HQs.

Air Division: It's possible to upgrade any army with an air division; there are no prerequisites. This is often a good option for infantry armies charged with defending key territories. Air power can often make the difference, even in battles where you're outnumbered.

WORLD WAR II MODE

TECHNOLOGIES

Researching new technologies is expensive, but yields great bonuses that become available to all of your armies. While technologies researched in RTS mode are immediately lost at the end of a battle, technology gained in the World War II Mode is made available throughout the entire war to all applicable units. The main advantage of researching technologies in World War II Mode is to give your units an advantage at the start of a battle. This means you don't have to construct the appropriate structures to research particular technologies – your units automatically begin the battle with the bonuses already in effect. But spending money on technologies cuts into your ability to buy new armies and upgrades, which may hamper your overall results in the big picture. Here's a review of technologies available for research by most nations:

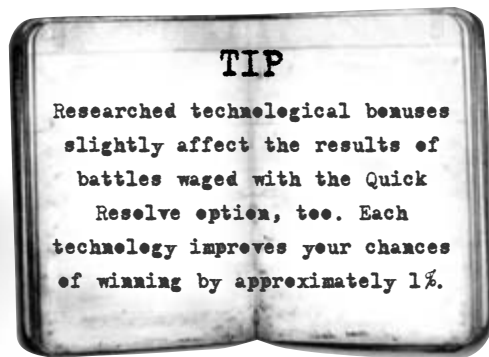
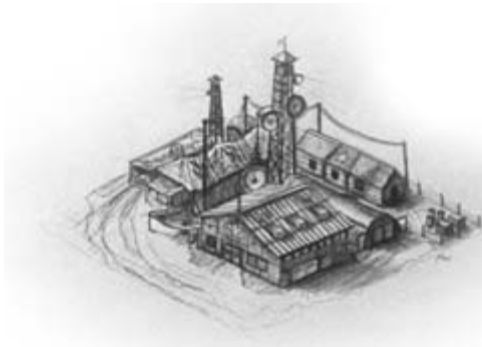
Common Technologies

Technology	Cost	Availability	Affects	Description
Advanced Infantry Training	50	U.S., Russia, Germany	Infantry	+1 to Current Morale
Aircraft Superchargers	75	U.S., Great Britain, Germany, Japan	Aircraft	+20% to Maximum Speed
Air Superiority	75	Great Britain, Germany, Japan	Fighters	+5 to Attack Value, +5 to Defense Value
Ammunition Production	100	U.S., Russia, Germany	Ammo	+5 to Ammo Reserves
Construction Battalions	50	All	Engineers	+3 to Repair Ability
Diesel Engines	75	Great Britain, Russia, Germany, Japan	Tanks	+15% to Maximum Speed
Entrenchment	50	Great Britain, Russia, Japan	All Units	+25% to Entrenchment Rate
Foraging	100	Great Britain, Japan	Infantry	+15% to Resupply Rate
Gyro stabilized Tank Guns	100	U.S., Russia, Germany	Tanks	+10 to Attack Value
Heavy Tanks	100	U.S., Great Britain, Russia, Germany	Armor Division HQ	Grants access to Heavy Tanks on the armor division HQs.
Improved Fire Control	100	All	Artillery	+25% to Attack Speed
Improved Fortifications	50	Great Britain, Russia, Japan	Bunkers	+25% to Armor Piercing Resistance, +25% to Explosive Resistance
Improved Light AT Weapons	50	U.S., Great Britain, Russia, Japan	AT Infantry	+10 to Attack Value
Improved Logistics	50	U.S., Great Britain, Germany, Japan	All Units/Structures	+5 to Detection Range, +5 to Supply Range
Improved Machine Guns	75	U.S., Great Britain, Germany	All Machine Guns	+4 to Attack Value
Improved Mortars	75	Great Britain, Germany, Japan	Mortar Infantry	+5 to Attack Value, +20% to Attack Speed
Improved Reconnaissance	50	Russia, Germany, Japan	Aircraft	+5 to Detection Range
Increased Bomber Payload	100	U.S., Great Britain	Bombers	+15 Attack Value
Long Range Artillery	50	All	Artillery	+6 to Projectile Ability Range, +6 to Bombard Ability Range
Marksmanship Training	50	Russia, Germany	Infantry	+2 to Attack Value
Mechanical Reliability	75	All	Vehicles	+10% to Health



PRIMA Official Game Guide

Mechanized Production	100	U.S., Great Britain, Japan	Mechanized HQ	-15% to Recruit Cost
Military Gear Up	100	Great Britain, Russia, Japan	All HQs	+5 to Income
Oil Production	150	U.S., Germany, Japan	Oil	+5 to Oil Reserves
Plentiful Ammunition	125	Great Britain, Japan	All Units	+10% to Resupply Rate
Proximity Fuses	100	All	Anti-Aircraft Weapons	+15 to Attack Value



RUSSIA

Starting Money (Income): 50 (+47)

Initial Russian Territories and Armies

Territory	Income	Armies
Belarus	+5	1 Infantry, 1 Armor
Caucasus	+7	None
Eastern Siberia	+4	1 Defensive
Kazakhstan	+1	None
Russia*	+15	2 Infantry, 2 Defensive
Siberia	+0	1 Infantry
Ukraine	+3	1 Infantry, 1 Armor
Ural Mountains	+12	1 Infantry

*Capital

WORLD WAR II MODE

Unique Russian Technologies

Technology	Cost	Affects	Description
Conscription	100	Infantry Division HQ	-20% to Recruit Cost
Rocket Truck	125	Mechanized Division HQ	Grants access to the Rocket Truck on the mechanized division HQs.

Russian Generals and Special Operations

Marshal Zhukov	General Chuikov	Marshal Konev	Marshal Rokossovski
Communist Purge	Carpet Bombing	Communist Zeal	Communist Zeal
Supply Drop	Assembly Line	Military Gear Up	Rapid Deployment
Russian Sabotage	Maskirova	Smoke Barrage	Double the Guard
Corps Reorganization	Corps Reorganization	Corps Reorganization	Corps Reorganization

RUSSIAN GRAND STRATEGY

Recommended First-Turn Moves for Russia

Territory	Armies	Destination
Russia	1 Infantry	Belarus
Russia	1 Infantry	Ukraine
Ural Mountains	1 Infantry	Siberia
Russia (Purchase)	1 Infantry	Belarus

Russia begins the war with few armies considering the vast amount of territory they must defend. However, if the Russians can hold off the Germans to the west, they stand a chance of building a huge military capable of crushing both Axis capitals. Unlike the U.K. and U.S., Russia's territories are relatively consolidated and the enemy armies can be contained by controlling a few key choke points. This makes Russia a good choice for novice players. But Russia's initial advantages can only be maintained by patience and conservative moves at the start of the war.

Before jumping into the war, select a general who best fits your strategy. Russia's limited resources and sudden urgency for military units call for quick deployment of infantry armies, particularly at the start of the war. The motherland can not wait to save up money for the more expensive mechanized and armored alternatives. Gaps in the lines must be filled quickly, and infantry armies are the best way to do this. The special operations offered by all four generals are useful, but Marshal Konev's Communist Zeal and Marshal Zhukov's Communist Purge give infantry



PRIMA Official Game Guide

regiments significant bonuses that may prove vital during offensive and defensive situations. Other useful special operations are *Russian Sabotage*, *Maskirovka*, and *Smoke Barrage*. Review the table entitled "Russian Generals and Special Operations" on page 255, and make the appropriate selection to bolster your infantry-laden military.



Russia's first priority is to secure its western border, adding units to Belarus and Ukraine. A strong presence must be maintained in these two territories to prevent a German attack from Eastern Europe.

attack either of these territories, always resolve the conflict in Battle Mode. Even if outnumbered, you stand a better chance of winning when controlling the battle yourself. The Ukrainian-Belarusian line should be maintained throughout the majority of the war.

TIP

If attacking Eastern Europe from Belarus, always keep at least one army behind if the Germans held Norway/Finland – the Germans will always sacrifice their Scandinavian holdings for a territory adjacent to the Russian capital. Don't let them have it without a fight!

The first few turns of the war must be played very carefully to prevent weakening your initial borders. In fact, don't even plan on attacking the Germans or the Japanese unless a safe and profitable opportunity presents itself. Your first priority is to strengthen your defenses at Belarus and Ukraine. The German mechanized, armored, and infantry armies massed in Eastern Europe present a huge threat. However, by simply reinforcing these two territories with infantry armies, you can discourage the Germans from launching an attack. If they do



Deploy infantry to Siberia to prevent a Japanese attack from Manchuria.

WORLD WAR II MODE

While securing the western front, don't neglect the Japanese threat to the east. Your front line territories on this side of the map are Siberia and Eastern Siberia. Focus most of your troops in Siberia, as Eastern Siberia's defensive army is less likely to be attacked. Still, monitor Japanese movements in the surrounding territories in an attempt to predict a mass invasion. Keep an eye on Manchuria at all times and consider capturing it if an opportunity presents itself. But don't leave Siberia open, as it's a major passage leading to the Ural Mountains and Russia itself. The eastern front is also a bit tricky because you have to constantly watch the British and American holdings. When necessary, send troops to reinforce India and Western China. If either of these territories falls into enemy hands, it opens a new front, complicating your defensive strategy tremendously.



The third region Russia should be concerned with is the Middle East. *Help the British lock down the Middle Eastern territories and contain the Germans within the African continent.* Both Palestine and Saudi Arabia act as a bridge leading from Africa to the Asian continent. The Germans will try attacking these territories in an attempt to open a southern front against the Caucasus and Kazakhstan. The British also have a vested interest in holding these territories, as they keep the Germans from launching an attack against India while helping to reinforce their African territories. So even if the British grab these independent territories at the start of the war, lend a hand in their defense. Containing the Germans to Africa deprives them of these valuable Mid-East territories while securing the Russian southern flank.

TIP

If the British don't take Persia in their first turn, make sure you grab it by your second turn. Holding this tiny territory increases your income by 7 monetary units per turn!

THE STARS AND STRIPES

RUSSIAN TECHNOLOGY

Russia doesn't have much excess income to invest in research, but a few technologies are worth considering. Focus on technologies that help your infantry armies turn back mechanized and armor attacks. Here are a few technologies with wide appeal:

- * Conscription
- * Entrenchment
- * Improved Light Anti-Tank Weapons
- * Advanced Infantry Training



PRIMA Official Game Guide

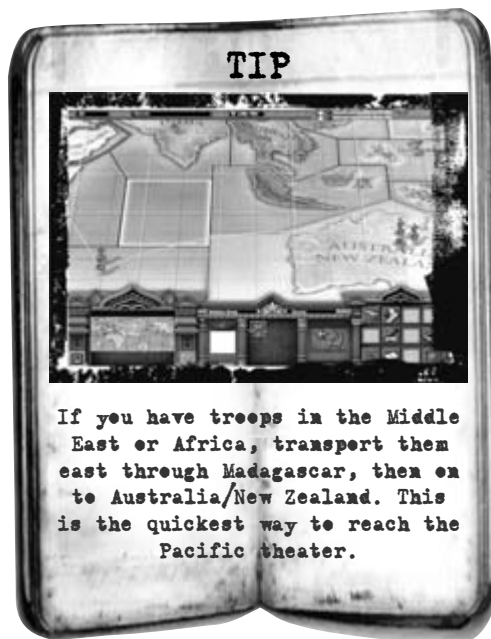
Continue strengthening Russia's border territories with new infantry armies. Consider upgrading some of them as resources allow. Maintaining consistent strength in these critical regions allows you to build your military slowly while the U.K. and U.S. harass the Axis forces elsewhere. When you can safely maintain the borders, start saving money and invest in armored and mechanized armies – you'll need these to launch offensives.

For best results, mass your offensive forces on one front at a time, beginning with the German threat to the west. Pour armies into Belarus and Ukraine in preparation for an invasion on Eastern Europe. When the German forces are outnumbered, rush into Eastern Europe while keeping a sizable force back in Belarus to prevent counter-attacks from Norway/Finland. Capturing Eastern Europe puts your forces on Germany's eastern border. If the British and Americans squeeze the Germans from the west, the German armies drain away from their capital, giving your forces the opportunity to pounce. Attack Germany with at least three upgraded armor armies and plenty of infantry support. Once Germany is captured, help the Allies mop up the remaining German units in Europe and Africa.

Next, turn your attention toward Japan. If you haven't taken Manchuria yet, invade with an adequate assault force to capture it. Help the British and Americans chase all Japanese armies off the Asian continent. This helps bleed their resources and prevents them from staging effective counterattacks. Slowly encircle Japan and Iwo Jima with the help of the other Allies. Don't bother taking Iwo Jima – it's more trouble than it's worth. Whoever masses the largest invasion army first has the first chance of capturing mainland Japan and ending the war.



Overwhelm the German forces in Eastern Europe, then make the drive into Germany to knock them out of the war.



TIP

If you have troops in the Middle East or Africa, transport them east through Madagascar, then on to Australia/New Zealand. This is the quickest way to reach the Pacific theater.

WORLD WAR II MODE



Encircle the Japanese mainland and mass a strong attack force before invading.

GERMANY

Starting Money (Income): 50 (+40)

Initial German Territories and Armies

Territory	Income	Armies
Eastern Europe	+4	1 Air, 1 Armor, 2 Mechanized, 1 Infantry
France	+5	1 Mechanized
French Coast	+1	1 Infantry
German Coast	+6	1 Infantry
Germany*	+15	2 Defensive
Libya	+2	1 Armor, 1 Infantry
Norway/Finland	+2	1 Infantry
Southern Europe	+5	1 Infantry

*Capital

Unique German Technologies

Technology	Cost	Affects	Description
Advanced Armored Training	100	Tanks	+3 to Current Morale
Goliath Remote Bombs	75	Infantry Division HQ	Grants access to the Goliath Infantry on the Infantry Division HQ.
King Tiger Tank	150	Armor Division HQ	Grants access to King Tiger Tank on the armor division HQs.
Panzerfausts	100	AT Infantry	+15 to Attack Value
Schurzen	100	Tanks	+15% Armor Piercing Resistance



PRIMA Official Game Guide

German Generals and Special Operations

Field Marshal Rommel	Field Marshal Manstein	Field Marshal Kesselring	Field Marshal Rundstedt
Blitzkrieg	V Weapons	Blitzkrieg	V Weapons
Forced March	Espionage	Supply Drop	Armored Resupply
Panzer Holhe	Propaganda War	Military Gear Up	Demoralization
Corps Reorganization	Corps Reorganization	Corps Reorganization	Corps Reorganization

GERMAN GRAND STRATEGY

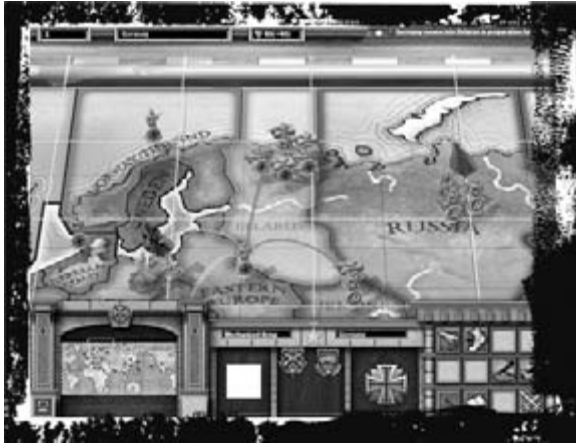
Recommended First-Turn Moves for Germany

Territory	Armies	Destination
German Coast	1 Infantry	Norway/Finland
France	1 Mechanized	French North Africa
Southern Europe	1 Infantry	Libya
Libya	1 Infantry	French West Africa
Eastern Europe	2 Mechanized, 1 Air	Belarus
Germany (Purchase)	1 Infantry	Southern Europe

Although Germany begins with an impressive military, the Third Reich must act quickly and decisively if it hopes to pull off a victory. The most obvious threats come from Great Britain to the west and Russia to the east. Germany cannot afford to fight a two-front war, so one of these nations must be wiped out fast. Equally important to Germany's survival is the progress of the Japanese. Not only does Japan play a vital role in eliminating the Soviets from Asia, but if played right, Japan can totally preoccupy the Americans, keeping them out of Europe and Africa.

Since Germany's military has a large contingent of armor and mechanized armies, select a general whose special operations best compliment these attributes. The *Blitzkrieg* option offered by Rommel and Kesselring is extremely effective when attacking with armor, giving German tanks a temporary speed and attack bonus. Manstein's *Propaganda War* and Rundstedt's *Demoralization* are also useful for weakening the morale of enemy troops, even if they outnumber your forces. If you prefer ending battles with a bang, use Manstein and Rundstedt's *V Weapons* to pummel enemy structures.

WORLD WAR II MODE



Attack Belarus in the first turn. The Soviets must be wiped out quickly before they get too strong.



It's entirely possible to capture the Soviet capital on the third turn. Always play this conflict in Battle Mode to ensure a victory.

completely empty Belarus for this attack. However, you may need to leave some units back in Ukraine if Russian armies are positioned in Caucasus. Just make sure your air army is part of the assaulting force on Russia. Even if you have a seemingly superior attack force, always resolve this conflict in Battle Mode. You can't afford to lose a single army and you stand a good chance of being driven back if Quick Resolve is chosen, especially if you haven't reinforced your eastern front assault

In most cases, Germany's fate is decided within the first five turns, hinging heavily on how well their armies fare against the Russians. While it's entirely possible to go after Great Britain first, Russia is a better target because of your heavy presence in Eastern Europe at the start of the war – it would take several turns to reposition your armies for an effective assault on Great Britain. Plus, if Russia is ignored for too long, their modest military will continue growing until it crashes through Eastern Europe and drives straight into Germany. Begin by attacking Belarus with armies from Eastern Europe during the first turn. But leave one armored army back in Eastern Europe to prevent a counter-attack from Ukraine. In the next turn, push into Ukraine. After you capture these territories, divide your armies equally between Belarus and Ukraine to discourage counter-attacks from Russia.

When it's time to make the move on Russia, hit it with everything you've got. If your forces still hold Norway/Finland, you can

forces with new armies. Once the Russian capital falls, hunt down the remaining Russian armies while reinforcing your newly captured territories. Wiping out Russia early greatly benefits the Japanese too, allowing them to focus on mopping up British and American holdings in Asia. With central Asia secure, swing the bulk of your armies to the west to help defend against a British attack – ultimately, they'll play a big role in your invasion of Great Britain.

TIP

After capturing Russia, occupy the Ural Mountains to increase your income by 12 per turn! However, your friends in Japan may need the income more. Just make sure it doesn't fall into enemy hands.



If everything goes well, you should meet the Japanese forces somewhere in central Asia. Help them drive the remaining Allied forces off the continent.

While moving against Russia, it's important to keep an eye on Great Britain too. If Britain manages to establish a foothold on Europe, you'll have to commit more armies to drive them out. It's much easier to keep them out from the start. Begin by reinforcing your armies on the French Coast and Norway/Finland to discourage an invasion. The

German Coast cannot be attacked directly from Great Britain, so don't bother positioning any armies there unless the French Coast or Norway/Finland is captured by the enemy.

Maintaining a strong presence in these two western territories is a must. Deploy new infantry armies as needed. Chances are Britain won't stockpile too many units around their capital because they have so many more territories to worry about across the globe.



Capturing Gibraltar puts your armies within striking distance of the British and American capitals. It also detours British troop movements into Africa and subsequently into Asia. Capture this vital territory early and hold onto it.

WORLD WAR II MODE

To help alleviate British pressure on Europe, move against their territories in Africa. Use your initial presence in Libya to capture French North Africa and Egypt. But the real prize in Africa is Gibraltar. This is one of two territories (the other is Eastern Canada) on the entire map that's adjacent to two capitals – Great Britain and the eastern United States. As expected, taking Gibraltar causes a noticeable panic in both capitals, evident by the number of armies Great Britain and the U.S. begin stockpiling. Furthermore, capturing this small gateway to the Mediterranean also disrupts Great Britain's ability to quickly land troops in Africa. As a result, moving British troops into Asia is greatly hampered too, helping the Japanese tremendously. Distracting the Americans also helps the Japanese expand in the Pacific.



Holding Gibraltar may backfire, causing Great Britain to stockpile armies for use in a European invasion. So in addition to deploying several armies at Gibraltar, make sure the French Coast and Norway/Finland are well defended too. Even if they don't invade Europe, a well defended Great Britain is much harder to capture. So if an arms race develops, consider backing off from Gibraltar and any central African territories in an attempt to draw armies out of Great Britain. Then launch the final invasion.

With each new African territory you capture, you'll have to keep moving fresh units into the continent via France or Southern Europe, so don't get too greedy too early. Stick with the north African territories and reinforce them until you can safely expand. Don't expect the Americans and British to take your presence in Gibraltar lightly. You'll have to deploy several armies simply to hold this vital territory. So keep funneling fresh armies into Africa while bolstering your defenses in Europe. If the central and southern African territories go largely undefended, send a infantry army or two to capture them, helping deprive Britain of some income. More importantly, consider moving into the Middle East to link your Russian and African holdings.



Hit Great Britain with everything you have, emphasizing armor and air armies. If played decisively, Germany can win the war in about 20 turns.



PRIMA Official Game Guide

When your territories in Africa and Europe are locked down, start massing armies for the invasion of Great Britain. Use your increased income to purchase air armies or upgrade existing armies with air divisions. Air power, in particular paratroopers, can play a big role in the final invasion. Use them to wipe out critical enemy structures early on, like airfields and any lightly defended Corps HQs. When your invasion force is ready, simultaneously invade Great Britain from Gibraltar, the French Coast, and Norway/Finland. Commit every available army to the attack. Even if you lose the battle, your surviving armies will retreat to their starting locations, so you won't be leaving anything undefended. But if you win, the war is over, and you won't have to worry about defending those territories anyway.

GREAT BRITAIN

Starting Money (Income): 50 (+52)

Initial British Territories and Armies

Territory	Income	Armies
Australia/New Zealand	+4	1 Infantry, 1 Defensive
Dutch East Indies	+8	None
Eastern Canada	+4	None
Egypt	+4	1 Infantry (with Air Division), 1 Mechanized
Gibraltar	+2	1 Defensive
Great Britain*	+15	1 Infantry, 1 Mechanized, 2 Defensive
India	+4	1 Infantry, 1 Defensive
New Guinea/Solomon Islands	+3	None
South Africa	+3	1 Infantry
Southeast Asia	+3	1 Infantry
Western Canada	+2	None

*Capital

Unique British Technologies

Technology	Cost	Affects	Description
Flame Tanks	150	Armor Division HQ	Grants access to Flame Tanks on the armor division HQs.
SAS Paratroopers	100	Airfield	Grants access to SAS Paratroopers on the Airfield.

British Generals and Special Operations

Field Marshal Montgomery	Major General Wingate	Admiral Mountbatten	Field Marshal Wavell
Carpet Bombing	British Sabotage	British Sabotage	Carpet Bombing
Fighting Spirit	Infantry Resupply	Smoke Barrage	Sandbagging
Code Breaker	Economic Aid	Radar Scan	Secret Agent
Corps Reorganization	Corps Reorganization	Corps Reorganization	Corps Reorganization

WORLD WAR II MODE

BRITISH GRAND STRATEGY

Recommended First-Turn Moves for Great Britain

Territory	Armies	Destination
Great Britain	1 Infantry, 1 Mechanized	Gibraltar
South Africa	1 Infantry	East Africa
India	1 Infantry	Southeast Asia
Australia/New Zealand	1 Infantry	Dutch East Indies
Egypt	1 Infantry, 1 Mechanized	Libya
Great Britain (Purchase)	1 Infantry	Eastern Canadae

Great Britain begins the war with a relatively large military and an impressive income. But the British armies are spread across the globe, as are their territories – many of which are lightly defended. With holdings in Africa, North America, and the Pacific, Britain needs to spend the first few turns fortifying key territories and cutting their losses in others. The British Empire is simply too large to defend completely, but by concentrating armies in specific locations they can minimize territorial loss and prevent German and Japanese expansion.

All of Britain's generals have useful special operations that come in handy during Battle Mode conflicts. Initially, the British military is comprised entirely of infantry and mechanized armies, with a single air division attached to an infantry army in Egypt. So focus on special operations that will best aid your infantry armies, particularly in defensive roles. Montgomery's *Fighting Spirit* is useful in infantry vs. infantry battles, most of which will occur in the Pacific. If you want to take a more unconventional approach, Wingate's *British Sabotage* is great for attacking your enemy's economy by targeting ammo and oil depots. One of the most unique special operations is Wavell's *Secret Agent*, allowing you to drop an operative behind enemy lines to report the position of enemy regiments and structures.



Germany's relatively weak presence in western Europe poses a minor threat to Great Britain at the start of the war. Use this opportunity to move armies into North Africa and threaten Germany's southern front.



PRIMA Official Game Guide

The most devastating option available to the British generals is Montgomery and Wavell's *Carpet Bombing*. This can make all the difference when attacking your opponent's base.

Germany's heavy presence in Eastern Europe at the start of the war buys Great Britain some much needed time to spread units around the globe without worrying about a quick invasion on its capital. Great Britain can only be attacked from Norway/Finland and the French Coast, so monitor these territories and consider significant troop build-ups to be a sign of impending invasion. Until then, the two defensive armies positioned around the capital are more than sufficient to hold back any German attacks – at least for the first three turns.



North Africa acts as a staging area for attacks on southern Europe and France.

The best way to divert German forces from an attack on Great Britain is to threaten their southern flank by invading North Africa. Begin by moving your infantry and mechanized armies from Great Britain to Gibraltar. Meanwhile, attack the German forces in Libya with your armies in Egypt. In the next turn, lock down North Africa entirely by attacking French North Africa. To defend your African territories, concentrate your armies in Libya and French North Africa. These are the only African territories that can be attacked from France and Southern Europe. Exerting pressure on Southern Europe and France requires the Germans to shift more armies into these territories and away from Great Britain and Russia. Don't forget your infantry army in South Africa. Use this army to gobble up the independent African territories to help supplement your income. A drive into the Middle East can also be profitable, assuming the Russians haven't already captured the most valuable territories.

TIP

In French North Africa and Libya, consider consolidating your armies in one territory or the other. Then, when the Germans move into one of the unoccupied territories, attack them with the full force of your combined armies in the next turn.

WORLD WAR II MODE



Position your three infantry armies in the Dutch East Indies and Southeast Asia to help prevent Japanese breakthrough attacks.

the Japanese have them without a fight – they have minimal economic and strategic value and it's not worth risking an army in their defense. Instead of purchasing new armies in Great Britain and transporting them to the Pacific, spend your money on upgrading the existing armies. Upgrading these three infantry armies with mechanized, armor, and air divisions strengthens your Pacific presence tremendously, discouraging the infantry-heavy Japanese from attacking.



Move an upgraded infantry army to the Aleutian Islands in an attempt to prevent Japanese invasions of Alaska and Western Canada.

Aleutian Islands are a unique choke point, preventing the Japanese from invading

The situation in the Pacific is much more dire, with only a few infantry armies facing off against the Japanese. Since your armies are outnumbered and virtually isolated, avoid conflict and focus on consolidating your forces in the most profitable and strategic territories. Southeast Asia and the Dutch East Indies should be the main focus of your defenses. This constructs a solid Allied front line stretching from Australia/New Zealand all the way up to Siberia, preventing the Japanese from driving deeper into Asia. As for New Guinea/Solomon Islands, let

Another region of great concern to the British Empire is North America. The Americans have their hands full dealing with the Japanese in the Pacific, so they probably won't have many assets to help defend Eastern and Western Canada. At the start of the war, purchase one infantry army and send it to Eastern Canada. In subsequent turns keep moving this army west, toward Alaska. The ultimate goal is to reach the Aleutian Islands, assuming Hawaii is still held by the Americans and Eastern Siberia is still held by the Russians. The

Alaska and Western Canada. Like your armies in the Pacific, spend some money on upgrading this army. If an overwhelming attack seems imminent, withdraw to Alaska, then recapture the Aleutians after the Japanese move out. Keeping the Japanese out of Canada secures both the British and American capitals – the income's nice too!

While holding firm in the Pacific and North America, keep purchasing armies in Great Britain and strengthening your territories in North Africa. By now,

Germany's military should be weakened by constant battles with British and Russian armies. It's time to consider a multi-front European invasion. Mass armies in French North Africa to invade France. Meanwhile, use Great Britain's armies to invade Norway/Finland. This allows you to squeeze the German Coast from the north and south, effectively isolating the French Coast. Before invading Germany, upgrade some of your armies with air divisions – you'll want plenty of air power to combat Germany's two defensive armies. After capturing Germany, hunt down any remaining German armies that may have escaped into Africa or Asia.



Stage a multi-pronged attack on Europe, hitting Norway/Finland from Great Britain, while assaulting Southern Europe and France from your North African territories.

Wiping out Germany allows the Allies to focus their attention on Japan. Help the Americans and Russians encircle the Japanese mainland, but hold back from attempting an invasion until your armies from Europe can join the fight. Chances are the Americans or Russians will beat you to the punch, bringing the war to an end.

JAPAN

Starting Money (Income): 50 (+28)

Initial Japanese Territories and Armies

Territory	Income	Armies
Eastern China	+5	3 Infantry, 2 Infantry (with Air Divisions)
Iwo Jima	+2	2 Infantry, 1 Infantry (with Air Division), 1 Defensive
Japan*	+15	2 Defensive
Manchuria	+6	1 Infantry, 1 Mechanized
Marshall Islands	+0	None

*Capital

WORLD WAR II MODE

Unique Japanese Technologies

Technology	Cost	Affects	Description
Banzai Infantry	75	Infantry Division HQ	Grants access to the Banzai Infantry on the Infantry Division HQ.
Tankette	100	Mechanized and Armor Division HQs	Grants access to the Tankette on the mechanized and armor division HQs.

Japanese Generals and Special Operations

Vice Admiral Mikawa	Admiral Yamamoto	General Kuribayashi	Admiral Nagumo
Banzai Charge	Kamikaze	Banzai Charge	Kamikaze
Lend Lease	Demoralization	Mechanized Resupply	Industrial Sabotage
Rapid Deployment	Radar Scan	Espionage	Code Breaker
Corps Reorganization	Corps Reorganization	Corps Reorganization	Corps Reorganization

JAPANESE GRAND STRATEGY

Recommended First-Turn Moves for Japan

Territory	Armies	Destination
Eastern China	All Armies	Southeast Asia
Iwo Jima	All Armies	Marshall Islands
Japan (Purchase)	1 Infantry	Midway

Compared to the other four nations, Japan begins with few territories and an extremely meager income. However, Japan's armies are poised to strike throughout the Pacific. British and American holdings are either lightly defended or completely undefended, making it easy for Japan to boost their status within the region. Japan should spend the first few turns grabbing as many territories as possible while wiping out the outnumbered British and American armies before they can be reinforced. Building Japan's income is vital to supporting a deeper drive into Asia, not to mention holding the various territories in the Pacific.

The Japanese generals provide a wide mix of special operations, all of which are useful, but try to focus on options that best benefit your infantry-heavy armies. Mikawa and Kuribayashi's Banzai Charge is extremely effective when attacking heavily defended positions – but it can also send units to meaningless deaths if used unwisely. Meanwhile, Yamamoto and Nagumo's Kamikaze option is great for

inflicting heavy damage on enemy regiments or structures. This is beneficial early in the war, as most of your armies lack the heavy firepower offered by mechanized and armor divisions. Use Kamikaze strikes to weaken and destroy enemy corps HQs and airfields. The Japanese generals also offer several intelligence-gathering operations including Espionage, Code Breaker, and Radar Scan. Knowing your enemy's position or economic status never goes out of style, allowing you to direct your attacks at their specific weaknesses.

As the war begins, Japan must spread out across the Pacific and eastern Asia while the British and American presence is weak. The Russians can be contained to Siberia and Eastern Siberia simply by maintaining a strong force in Manchuria. These territories aren't worth attacking, especially when there are so many valuable territories in the South Pacific just waiting to be snatched. Use your armies positioned in Eastern China to attack Southeast Asia, Western China, and the Dutch East Indies – if successful, you can control all three of these territories by the third turn. Avoid attacking the defensive armies in Central China and India until you have mechanized or armor divisions at your disposal. From Western China you can enter the Ural Mountains and apply some pressure on the Russian capital – the Ural Mountains also provides a nice income! Consolidate your forces in the Ural Mountains and Kazakhstan to help prevent the Russians from counterattacking. Meanwhile, use armies from Manchuria and Japan to take Siberia. If the Russians retreat into Eastern Siberia, don't follow unless you have adequate mechanized or armor divisions to take out the defensive army.



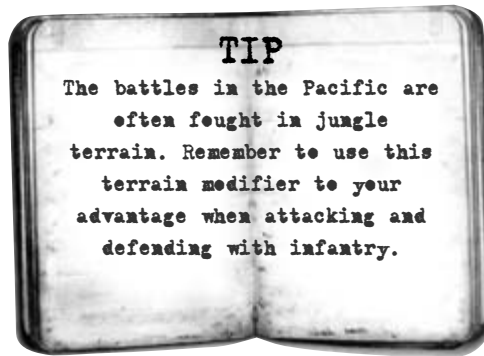
When expanding through Asia, move around the Allied defensive armies in India, Central China, and Eastern Siberia. Don't attack these territories till you have mechanized or armor divisions.



Construct a solid line across the Pacific by holding Samoa, Hawaii, and Alaska. This prevents the Americans from gaining a foothold on the Pacific territories.

WORLD WAR II MODE

While marching through Asia to the west, send your other armies to secure key locations in the Pacific. The islands to the west provide little economic incentive, but their enormous strategic value cannot be overstated. Not only do they serve as a buffer, but they also can be used as a staging area for assaults on North America. Immediately spread out toward the Aleutian Islands, Alaska, Midway, and Samoa. The key territory in the Pacific is Hawaii. Defended by only one defensive army, it may look relatively easy to take. But consider upgrading one of your infantry armies with at least a mechanized division before attempting the invasion. If you go in with just infantry and air power, you probably won't win. Once Hawaii is taken, you'll have a solid line running north and south, preventing the Americans access to the Pacific territories. Pour reinforcements into Samoa, Hawaii, and Alaska to maintain this line. As resources allow, consider sending armies into South America and Mexico to help reduce the United States's bloated income. But holding these territories is less vital than holding your Pacific line, so retreat if attacks seem imminent.



If things go well, the Axis powers can squeeze Russia from the east and west. If possible, try to occupy the surrounding territories to prevent Russian armies from escaping.

Instead of just holding your lines in Asia and the Pacific, start making some moves against the Allied capitals, beginning with Russia. Continue piping armies into the Ural Mountains and Kazakhstan for the impending invasion. Upgrade some of your infantry armies with armor units – you'll need them to defeat the two defensive armies surrounding the Soviet capital. If Germany looks poised for an assault too, let them go in first. But before the Axis forces attack, make sure either Japan or Germany controls all surrounding territories to cut-off paths of retreat. It doesn't



PRIMA Official Game Guide

matter who takes out Russia, but keep your forces in the region to help mop up any surviving Russian armies. You can then move your forces into Europe and Africa to help Germany defeat the British.

Ending the war comes down to determining the strength of the other nations. If Germany is strong after their battles with Russia, you can help cut into Britain's income by attacking India and Africa while the Germans assault Great Britain.

However, if Germany is in no shape for an invasion, consider attacking the American capital instead, leaving Germany and Britain to duke it out in Europe.

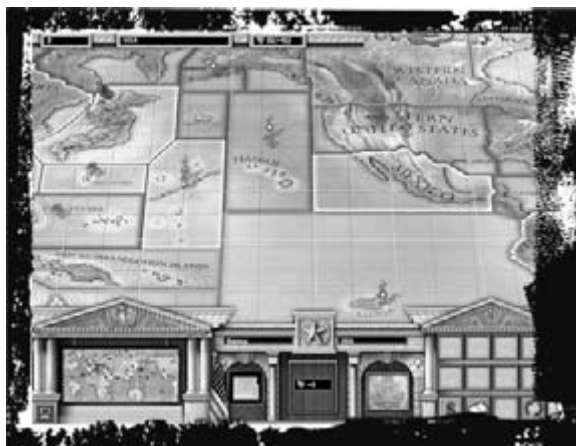


Once Russia falls, help Germany lock down Europe and Africa before staging an invasion on Great Britain.



Remember, if your armies are positioned in German territory, you won't have the option to enter Battle Mode if the territory is attacked. So be careful where you place your armies and make sure potential conflicts can be resolved successfully with the Quick Resolve option. Don't count on the AI-controlled German armies to stick around and help defend, even if it is their territory.

The attack on the American capital should originate with your armies in the Pacific. But before driving into North America, you'll need to thin out the defending U.S. armies. Begin by pulling back from Samoa and Hawaii. If you have holdings in South America and Mexico, pull back those armies too. The idea is to draw more American armies away from the Eastern United States to make the final invasion much easier. Meanwhile, assemble your retreating armies in Alaska. When the North American territories are lightly defended, rush into Western Canada. During the next turn, attack Eastern Canada. From there you can invade the Eastern United States. Make sure you have plenty of armor and air divisions at the ready before driving into the American capital.



Plow through the sparsely defended Canadian territories to stage your final assault on the Eastern United States.

WORLD WAR II MODE

The movements from Alaska through Canada and into the Eastern United States must be made quickly before the British and Americans can respond to the threat. If you get bogged down in any of these territories, the Americans stand a good chance of capturing most of the Pacific, not to mention threatening the Japanese mainland. But as long as you attack with overwhelming force, you should have no problem reaching the Eastern United States and winning the war for the Axis powers within three turns.

UNITED STATES

Starting Money (Income): 50 (+59)

Initial United States Territories and Armies

Territory	Income	Armies
Alaska	+2	None
Aleutian Islands	+0	None
Central China	+4	1 Defensive
Eastern United States*	+25	1 Infantry, 2 Defensive
Hawaii	+3	1 Defensive
Midway	+0	None
Philippines	+3	1 Defensive
Samoa	+2	None
Western China	+0	None
Western United States	+20	1 Infantry, 2 Defensive

*Capital

Unique United States Technologies

Technology	Cost	Affects	Description
Flamethrower Infantry	75	Infantry Division HQ	Grants access to the Flamethrower Infantry on the Infantry Division HQ.
Garand Semi-Automatic Rifle	50	American Rifle Armament	+20% to Attack Speed
M7 Rifle Grenades	75	Infantry Division HQ	Grants access to Assault Infantry on the Infantry Division HQs.
Napalm	150	Bombers	Grants bombers the ability to drop napalm bombs to increase damage.



PRIMA Official Game Guide

United States Generals and Special Operations

General Patton	General Eisenhower	General Arnold	Admiral Nimitz
Mechanized Advance	Mechanized Advance	Carpet Bombing	Atomic Bomb
Fighting Spirit	Lend Lease	Propaganda War	Assembly Line
Supply Drop	Mechanized Resupply	Secret Agent	Economic Aid
Corps Reorganization	Corps Reorganization	Corps Reorganization	Corps Reorganization

AMERICAN GRAND STRATEGY

Recommended First-Turn Moves for the United States

Territory	Armies	Destination
Eastern United States	1 Infantry	Caribbean
Western United States	1 Infantry	Hawaii
Eastern United States (Purchase)	1 Infantry	Western United States

The United States enters the war with a seriously short-handed military and numerous undefended territories in the Pacific. While the nation's large starting income makes it relatively easy to crank out new armies and upgrade existing ones, deploying these armies where they're needed takes several turns. In the meantime, the defensive armies in Western China and the Philippines need to hold out against multiple Japanese assaults. The U.S. must move quickly and decisively in the early moments of the war to maintain control of critical territories in the Pacific to prevent the Japanese from establishing a beachhead in North or South America.

America's generals provide some very important special operations, helping even the odds during outnumbered engagements in the Pacific. Patton's and Eisenhower's *Mechanized Advance* gives haltracks a temporary boost in all attributes, making them extremely useful in assaults on enemy structures or entrenched regiments. If you choose either Patton or Eisenhower, upgrade your front-line infantry armies with mechanized divisions to take full advantage of this special operation. Arnold is a good choice if you favor economic victories. Use *Secret Agent* to spot enemy structures, then use *Carpet Bombing* to wipe them out. Nimitz's *Atomic Bomb* is the most devastating special operation in the game.

While this sounds exciting, keep in mind that each atomic bomb strike requires 1,500 experience points. This limits you to no more than two or three strikes per battle – and that's assuming you ignore Nimitz's other special operations. Overall, Eisenhower provides the best mix of operations for your infantry and mechanized armies, giving them a needed boost during early battles in the Pacific.

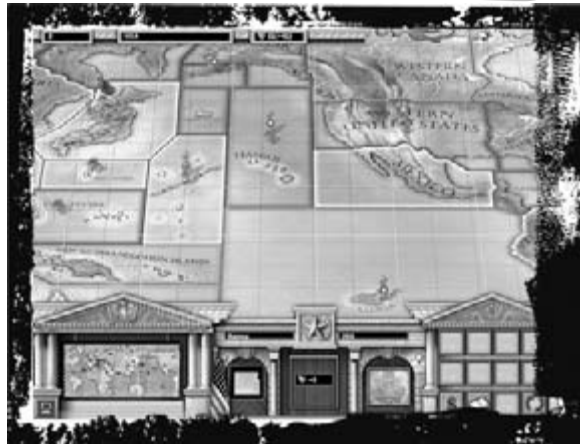
WORLD WAR II MODE

At the start of the war, the U.S. must spring into action to get infantry armies deployed to a few critical territories in the Pacific. You need to construct a defensive line along Samoa, Hawaii, and the Aleutian Islands to prevent the Japanese from striking the mainland United States. If your armies move decisively, you can reach Samoa and the Aleutian Islands by the second turn. Your defensive army in Hawaii is capable of repelling most attacks, so don't worry about reinforcing it immediately. Instead, spend your money on upgrading your infantry armies with mechanized divisions – this gives them a much better chance of turning back the impending Japanese invasions. While you rush to secure these islands, the Philippines comes under multiple attacks. Conduct all of these conflicts in Battle Mode. While fighting these battles over and over may become tiresome, just remember that each battle won wipes out one of the Japanese armies. The same is true with the defensive army in Central China. As long as the Philippines and Central China hold out, the Japanese will have fewer armies to attack your Pacific defensive line.

While bolstering your defenses in the Pacific, don't forget about Germany. The British and Russians should be able to contain Germany's forces in Europe, but if the Germans manage to slip into Africa they present a threat to the

TIP

If you choose Arnold or Nimitz, use atomic bomb strikes against tight clusters of infantry or vehicle regiments. While these bombs can inflict heavy damage on structures, it's usually not enough to destroy them.



Build a solid defensive line in the Pacific using Samoa, Hawaii, and the Aleutian Islands as buffers.



To prevent enemy drives into South America, help the British run the Germans out of Africa.



PRIMA Official Game Guide

United States. The key territory to watch is Gibraltar. If the Germans take it, they can launch attacks against either Great Britain or the Eastern United States. So provide the British with some defensive support in this territory if Germany begins massing armies in Africa. Attacking the Germans in Africa is preferable to spreading out armies in the Caribbean and South America. As resources allow, help the British mop up any German armies in Africa, then lock down the continent by massing armies in French North Africa and Libya. This squeezes the Germans into Europe as your armies flank them to the south and the British and Russians apply pressure from the east and west. Hold this line until the opportunity for an assault on Southern Europe or France presents itself.

Back in the Pacific, focus on encircling the Japanese mainland while maintaining your defensive line at Samoa, Hawaii, and the Aleutian Islands. Begin massing a small assault force in Samoa and slowly work your way across the South Pacific, moving through

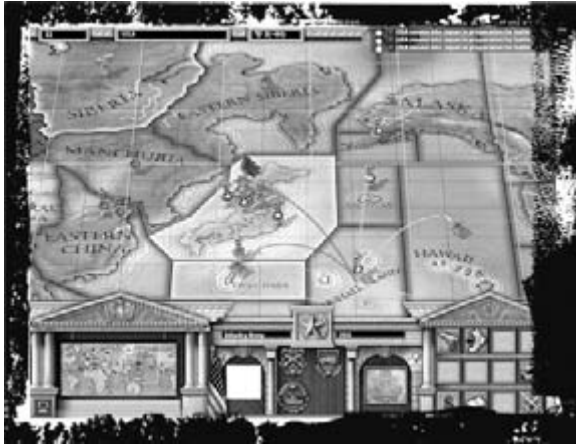


From Samoa, move across the South Pacific territories to establish a foothold in Asia. From there, concentrate on encircling the Japanese mainland.

New Guinea/Solomon Islands and the Dutch East Indies. Then cut north into Southeast Asia, Eastern China, and Manchuria. These moves and subsequent battles will take several turns to conduct, but this is the best way to deprive Japan of their income, severely damaging their ability to produce new armies. Meanwhile, use your increasing income to upgrade your Pacific armies with armor and air divisions. Apply more pressure by capturing the Marshall Islands and Midway. Before invading Japan, consider assaulting Iwo Jima, especially if Japan is massing armies around its capital. Capturing Iwo

Jima denies these armies a path of escape. Once completely encircled by Allied territories, launch the final invasion on Japan, using your armor and air divisions to overwhelm the defenders. If successful, spread your armies out and hunt down any remaining Japanese forces in the Pacific or Asia. When all Japanese armies are wiped out, shift your forces west toward Europe – assuming Germany is still standing.

WORLD WAR II MODE



Encircle Japan and attack from all directions. If more than one mobile army is present, consider capturing Iwo Jima first to cut off all avenues of escape.



Provide back-up in Europe while Britain and Russia pound away on Germany. Don't attempt an invasion yourself unless you have armies with adequate armor and air support.

Removing Japan from the war allows Britain and Russia to turn their full attention toward Germany. While moving your armies from Asia into Europe, purchase more armies and upgrade your existing armies in North Africa. Help the British take and hold Southern Europe and France. Meanwhile, your veteran armies from the Pacific theater can help the Russians secure the eastern side of Germany. Your British and Russian allies probably have the larger number of armies needed to invade Germany successfully, so stand guard as they make their attempts. If they're unsuccessful, make sure you have armor and air power before making the attempt. With Germany encircled by all three Allies, it's only a matter of time before their capital falls and the war finally ends.



PRIMA Official Game Guide

THE MAP EDITOR



THE MAP EDITOR

If you've completed both *Axis & Allies* campaigns, and saved (or conquered) the world in the World War Mode, consider designing a few battles of your own using the map editor. This feature allows you to edit existing maps, or create entire battles of your own from the ground up. But the process of assembling a balanced and fun battle takes some practice and plenty of tweaking. In this chapter we look at this process and offer some pointers on organizing and implementing the required elements.

Organization



Before dropping trees, units, and structures on the map, take a few minutes to brainstorm the fundamental elements of your battle.

As with any creative process, the first step is to throw around some ideas to determine what kind of battle you want to create. How many sides will there be? Who are they? What is the setting and time of day? How will geography and terrain modifiers affect the gameplay? These are just a few of the questions you should ask yourself before carving out rivers and plopping down trees.

Once you've decided how many sides will take part in the battle, your next task is to sketch out the battle's objectives and victory conditions. Don't worry about scripting objectives and triggers

just yet, but get a rough idea of what each side needs to accomplish to win the battle. Determine whether one side needs to capture a city, destroy a particular structure, or move a unit to a specific area of the map. For novices, it's best to leave the objectives simple. The default objective is to destroy all enemy units. This is a good option for straightforward multiplayer games, plus you won't have to worry about scripting triggers, which can be a little tricky. Next, decide approximately where the opposing forces will start. In a standard two-player game, it's best to put the two combatants on opposite ends of the map. This allows both sides to build up their forces without constantly running into each other.



PRIMA Official Game Guide



BALANCING HISTORY

The map editor provides nearly endless options, allowing you to recreate any historical battle from the Second World War. But before rushing headlong into multiple of hours of research, realize that a faithfully recreated battle may not necessarily translate into a fun battle. Like a screenplay, it may be necessary to tweak the facts slightly to better balance the

overall entertainment value. This may mean giving one side more units than they had historically, or altering the terrain to give the other side a slight advantage. So know that alterations may be necessary to make the battle playable and fun.

Here's a few more tips for getting started on your research:

* Once you have a particular battle picked out, try to find some maps, even if it means hitting the local library. Topographical maps are extremely valuable, providing the three-dimensional information needed to place hills and mountains faithfully. Beyond that, try to find maps that point out the positions of units and HQs. These will usually be represented at the division level, but in small-scale conflicts you may be able to find maps that point out the positions of individual companies or platoons.

* Depending on when the battle took place, you may need to implement certain technological restrictions. For instance, during the 1940 invasion of France, Germany didn't have access to heavy tanks or the King Tiger. Research the availability of all units and make sure the proper restrictions are reflected in the completed battle.

* For greater historical accuracy, seek out the *Orders of Battle* for all participating nations. This will give you the specifics of which units and commanders took part in the battle. Using this information, you can better fine-tune the types of units that should be available to each side.

* Most importantly, read everything you can find! If you dig deep, you may be lucky enough to find first-hand accounts of the battle from the perspectives of both Allied and Axis forces. Not only is this extremely interesting, but it helps fill in the blanks, answering questions that can't be gathered from a single source.

TIP

Before creating your own maps, play through all the campaign battles and study what kind of features you'd like to implement. Everything you see in the campaign battles can be replicated in the editor!

THE MAP EDITOR

Map Creation



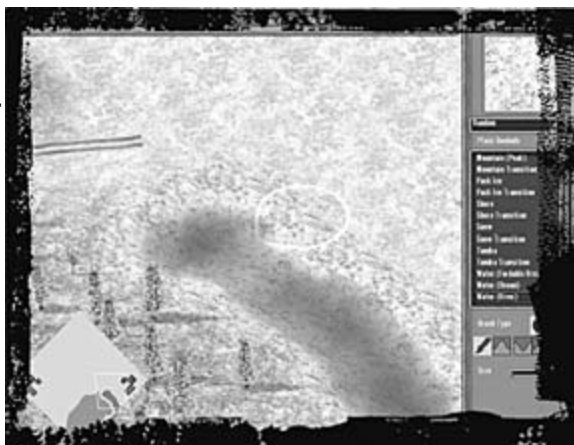
The first step is to select your map's size, terrain, weather, and number of sides, using the New Map option.

The first step of creating a map is determining its size and setting. This can be done by selecting the New Map option. There are nine different map sizes ranging from 192 x 192 to 704 x 704. Each map is measured in tiles, small squares that act as a standard unit of measurement throughout the game. This is the same unit used to measure a unit's attack range. Small maps are best for two-sided battles, while large maps are more appropriate for larger-scale battles with multiple sides. If you're new to making maps, stick with a

small map and opt for creating a two-sided battle. The simpler you keep the map, the easier it will be to balance later.

Next, decide what kind of general terrain the battle should take place on. The eight different options under the Biome menu are boreal forest, chaparral, desert, grassland, jungle, savannah, and tundra. Regardless of where your battle takes place, these eight options are more than sufficient to give your map the proper base before you start placing more specific features.

Finally, set the weather and number of sides in the battle. This allows you to choose whether it's raining or snowing as well as define the number battle participants. These last two options can be edited easily later, but you must be fully committed to the map size and Biome options before proceeding.



Use the Terrain option under Layer to "paint" the landscape with trees, roads, and rivers.



PRIMA Official Game Guide

After you've completed these preliminary steps, begin brainstorming what kind of specific terrain features and obstacles should be placed between the two opposing sides. Decide how the terrain will either help or hinder each side. The map editor is incredibly easy to use, allowing you to "paint" the landscape with various features like trees, roads, rivers, and mountains. Under the Layer menu, select Terrain. This opens a small rectangular window on the screen's right side that offers a list of geographical options and brush types. Select the appropriate one for the feature you want to add to your map and start painting. The forest option is the best way to cover a large area with trees. To cover a wider area, resize the brush using the Size slider at the bottom of the window.



The appropriate terrain modifiers are automatically applied when placing specific terrain like cities, forests, and jungles.

While it's fun to experiment, don't get too carried away. At this point, each decision you make can greatly affect the balance of the battle, so proceed carefully. For starters, make your map fairly symmetrical, adding similar features to each side. If one side has impassable terrain or water surrounding their base, balance it out by placing similar features around the other base – that is, if you want to keep things even. In challenging single-player games, one side is usually given a slight terrain advantage. So determine the difficulty level for each side and apply the terrain accordingly.



THE MAP EDITOR

Unit Placement



Under Sides and Teams, set the parameters for each side, including AI options and starting resources.

sides or more. Independents are similar to sides, but they don't build structures and units. Use independents as neutral forces, particularly when cities are open to capture by any warring side.



Select Map Restrictions to set unit, structure, and technology limitations for each side. Make sure each restriction group is associated with the correct side.

and perhaps an ammo depot. If you want to include a regiment, remember they won't be able to resupply until an appropriate division HQ is in place. If you decide

Now that your map is populated with the appropriate terrain and features, start placing the structures and units. Begin by defining the separate sides of the battle in the Sides and Teams window under Scenarios. This is where you set the number of parties involved in the battle. Sides represent each human- or AI-controlled force. For a battle, you'll need at least two sides, represented by the defaults: Side 0 and Side 1. Each side can be part of a team, but this is optional and best used when dealing with four

After your sides are defined, select Actors from the Layer option. In the new window on the right, set the side you want to deploy first along with the nationality. Now you can begin placing the starting units and structures. If designing a historically-based battle, draw on your research to determine the proper unit and structure types and placement. Otherwise, position them where you planned earlier, preferably on opposite ends of the map. For best results, keep starting forces small, consisting of nothing more than a corps HQ

to include a division HQ at the start, you can attach the regiments under the Edit option. This will allow the player to enter the game with an attached and supplied regiment. Also, keep in mind that each regiment placed uses resources. So provide enough oil and ammo to keep the player from beginning the battle with a negative resource output.



Regiments are listed under the Organizations button; the one with the flag icon. Simply select the regiment from the list and click on the map to place it.


Triggers



The trigger window provides a graphical interface, making it easy to script complex events, adding more depth to your battle.

Triggers are a way to stage complex scripted events, but they can also be used to create objectives. Triggers can be defined under the Layer option at the top of screen, opening a new window and interface. Triggers are broken down into events, conditions, and effects. These work kind of like "If, Then, Else" statements, allowing you to script many actions from the drop-down menus. Each trigger can have numerous events, conditions, and effects. They can also reference other triggers, making for some powerful scripted elements.

THE MAP EDITOR



TRIGGER NOTES

EVENTS:

- * Events are conditional actions that must occur to cause a trigger to process its conditions and effects.
- * A trigger may have any number of events, even 0, in which case the trigger is immediately in force.
- * Only one event needs to occur for the trigger to check its conditions.

CONDITIONS:

- * Conditions are requirements that must be met before a trigger will produce its effects.
- * After an event has occurred to activate a trigger, it checks through its list of conditions to see if all of them have been met.
- * Once a trigger begins to check its conditions, it will continue to do so until all conditions are met.
- * Once all conditions are true, then the effects are produced.

EFFECTS:

- * Effects are results produced by the trigger that affect objects in the game or the game state itself.
- * All effects in the trigger are produced when all conditions are true.
- * All effects are produced at the same time.

Before triggers can run successfully, all appropriate variables must be defined. These variables include sides, actors, and areas. The sides are the forces participating in the battle, as defined when placing your units. If only two forces are involved, there are only two sides with the default names of Side 0 and Side 1. Every object in the game is considered an actor, each with its unique ID number. Actors include regiments, buildings, and even trees. Think of them as any non-terrain object placed on the map. Areas are specific regions you can draw on the map, either in the form of a square or circle. Working kind of like trip-wires, areas

are used to kick off a particular event. Although they appear on the map screen while in the editor mode, areas become transparent during gameplay. When defining variables in triggers, you can either click on the appropriate units or objects on the map screen or define them by their ID numbers. If a variable isn't defined, the word *nothing* will appear in brackets within the trigger element's statement. If this happens, go back and define the variables – otherwise the trigger won't work as intended. Dealing with several trigger errors at once can be quite overwhelming, so make a habit of testing each new trigger as you complete it. Assuming your triggers are independent of one another, testing them one at a time makes it easier to debug them if you run into problems.



Areas are invisible regions "drawn" on the map and are usually used to activate triggers.

Testing and Tweaking



If there are errors in your triggers, it will be noted in the screen's top-left corner as you begin the testing phase. Return to the editor and check your variables.

Testing is the most important and often the most time-consuming part of the creative process. You can run your battle at any point in the design phase by selecting Test under the File menu. This runs the battle as it will appear when you're playing it. As mentioned earlier, testing is essential to making sure all of your triggers work correctly. Even if you have all of your variables defined, it doesn't mean the trigger will work as intended. In addition to testing triggers, take a look at all sides, playing as each and making sure they begin with the intended structures and units.

THE MAP EDITOR

If build restrictions are in place, take some time to test it. If it's not working correctly, you'll need to go back into the editor and make sure the correct restriction group is assigned to the proper side.

When the mechanics of the battle are working correctly, shift your attention to gameplay. Once again, play all sides of the battle to determine whether each has an advantage or disadvantage. Even if all sides begin with the same exact structures, units, and resources, slight differences in terrain and



Get your objectives working correctly first, then worry about balancing the gameplay.

proximity to cities may give one side an advantage over the others. If this is the case, you can choose to change the starting positions to balance the battle better. But sometimes doing so is difficult, especially if it requires redrawing a large part of the map. An easier way to balance is to handicap the stronger side or sides by imposing restrictions or giving them less starting money. This is an easy fix that can sometime make a huge difference. Either way, you'll need to replay the battle from all perspectives until it works the way you want it to work. If possible, recruit some friends to play your battle, and use their feedback to implement minor tweaks as needed. A fresh set of eyes is extremely valuable, and may easily recognize problems you overlooked.

1st THE STARS AND STRIPES 1st

CHEATS

When balancing your battles, cheat codes make the process much easier and faster. These codes also work in the single-player game modes. Activate them by pressing the ENTER key and typing the following codes:

Cheat Codes	
Code	Description
enigma	Removes fog of war
fieldpromotion	Provides 100 army experience points
swissbank	Provides 100 monetary units
isurrender	Automatic defeat
rosieriveter	Eliminates build time for structures/regiments
veday	Automatic win



PRIMA Official Game Guide

APPENDIX: GAME STATS

American Structures

Building Name	Cost	Income	Ammo Upkeep	Oil Upkeep	Health	
Corps HQ	400	+25	+20	+10	2500	
Infantry Division HQ	250	+25	+15	+5	2000	
Mechanized Division HQ	300	+25	+15	+10	2000	
Armor Division HQ	350	+25	+15	+15	2000	
Airborne Division HQ	300	+25	+20	+10	2000	
Engineer Brigade	100	–	+10	+10	750	
Motor Pool	125	–	–	+20	750	
Artillery Brigade	150	–	+20	–	750	
Airfield	500	–	-15	-25	1000	
Supply Depot	25	–	+5	+5	750	
Ammo Depot	75	–	+25	–	750	
Oil Depot	100	–	–	+25	750	
Bunker	25	–	-3	–	1250	
AA Battery	30	–	-5	–	1000	
Artillery Battery	40	–	-7	–	1000	

American Units: Aircraft

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
B-17G	300	0	7	–	AN-M18 Bomb	80	
F4U-4 Corsair	100	0	11	–	12.7mm Machine Gun	85	
P-51 Mustang	100	0	11	–	12.7mm Machine Gun	85	
C-47 Skytrain	500	0	7	–	–	–	

American Units: Armor

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
M3A1 Stuart	300	4	3.5	20	37mm Gun	50	
M4A1 Sherman	400	6	3.5	20	75mm Gun	65	
M26 Pershing	500	8	3	20	90mm Gun	80	
M18 Hellcat	400	7	3.5	10	76mm Gun	80	
M40 Long Tom	300	4	3	10	150mm Gun	60	

APPENDIX

Defense Value	Attack Value	Type	Rate	Area
5	20	G	2	2
5	20	G	2	2
5	20	G	2	2
5	20	G	2	2
5	20	G	2	2
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
10	20	G	2	—
5	40	G	2	2
5	60	EX	9	4

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
EX	5	15	6	—	—	—	—	—	—	0.5 Morale Damage
G	1	14	—	—	—	—	—	—	—	—
G	1	14	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
AP	6	18	1	—	—	—	—	—	—	—
AP	6	20	1	—	—	—	—	—	—	—
AP	6	22	1	—	—	—	—	—	—	—
AP	6	22	—	—	—	—	—	—	—	Short Paralyze
EX	9	40	4	—	—	—	—	—	—	1.0 Morale Damage



PRIMA Official Game Guide

American Units: Command

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry Officer	200	1	3	5	Thompson Sub Machine Gun	12
Airborne Infantry Officer	250	2	3	7	Thompson Sub Machine Gun	12
T17E1 Staghound	250	4	4.5	15	37mm Gun	12
M4A2 Sherman	400	5	3.5	20	75mm Gun	65

American Units: Infantry

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry	200	1	2.5	5	M1 Garand Rifle	12
Anti-Tank Infantry	150	1	2.5	5	Bazooka	50
Mortar Infantry	150	1	2	5	81mm Mortar	30
Machine Gun Infantry	150	1	2.5	5	Browning M1919 Machine Gun	12
Airborne Infantry	250	2	2.5	7	Thompson Sub Machine Gun	12
Engineer	200	1	3	5	M1 Garand Rifle	10

American Units: Naval

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
LCVP Higgins Boat	50	3	3	—	—	—
Pennsylvania Class Battleship	5000	15	3	—	16 Inch Guns	100x4
Saratoga Class Carrier	3000	10	1	—	—	—

American Units: Vehicles

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
M3-A1	250	3	4.5	15	Browning M1919 Machine Gun	14
M16 MGMC	200	3	4.5	10	37mm M15	30
M3 Howitzer	200	3	4.5	15	105mm Howitzer	50
Dodge M-32 6x6	500	2	3	—	—	—

American Units: Special Units

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Flamethrower Infantry	150	1	2.5	5	Flamethrower M2-2	40
Marine	225	1	3	6	M1 Garand Rifle	12
Assault Infantry Attack (30EX)	225	2	3	5	M1 Garand Rifle	12

APPENDIX

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	12	–	Grenade	20	EX	15	9	2	–
G	2	12	–	Grenade	25	EX	15	9	2	–
G	2	14	1.5	–	–	–	–	–	–	–
AP	6	18	1	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	3	12	–	Grenade	20	EX	15	9	2	–
AP	7	12	–	–	–	–	–	–	–	Short Paralyze
EX	9	30	3	–	–	–	–	–	–	0.75 Morale Damage
G	2	12	1.5	–	–	–	–	–	–	–
G	2	12	–	Grenade	25	EX	15	9	2	–
G	3	10	–	–	–	–	–	–	–	Rapid Entrenchment

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
–	–	–	–	–	–	–	–	–	–	–
EX	15	90	4	AA Guns	40x2	G	2	30	–	1.5 Morale Damage
–	–	–	–	–	–	–	–	–	–	Provides Air Missions

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	14	1.5	–	–	–	–	–	–	–
G	2	20	–	–	–	–	–	–	–	–
EX	9	40	3	–	–	–	–	–	–	0.75 Morale Damage
–	–	–	–	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
FL	6	6	–	–	–	–	–	–	–	1.0 Morale Damage
G	3	12	–	Grenade	20	EX	15	9	2	Bayonet Thrust (15G)
G	3	12	–	Grenade	20	EX	15	9	2	Rifle Grenade



PRIMA Official Game Guide

British Structures

Building Name	Cost	Income	Ammo Upkeep	Oil Upkeep	Health	
Corps HQ	–	+25	+20	+10	2500	
Infantry Division HQ	225	+25	+15	+5	2000	
Mechanized Division HQ	270	+25	+15	+10	2000	
Armor Division HQ	315	+25	+15	+15	2000	
Airborne Division HQ	270	+25	+20	+10	2000	
Engineer Brigade	90	–	+10	+10	750	
Motor Pool	115	–	–	+20	750	
Artillery Brigade	135	–	+20	–	750	
Airfield	450	–	-15	-25	1000	
Supply Depot	22	–	+5	+5	750	
Ammo Depot	70	–	+25	–	750	
Oil Depot	90	–	–	+25	750	
Bunker	25	–	-3	–	1250	
AA Battery	30	–	-5	–	1000	
Artillery Battery	40	–	-7	–	1000	

British Units: Aircraft

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
Lancaster	300	0	7	–	Mk3 GP Bomb	75	
Mk 22 Spitfire	100	0	11	–	7.7mm Machine Gun	75	
C-47 Skytrain	500	0	7	–	–	–	

British Units: Armor

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
M5A1 Stuart	300	4	3.5	20	37mm Gun	50	
M3 Grant	400	6	3.5	20	75mm Gun	65	
Mk IV Churchill	500	8	3	20	75mm Gun	80	
Achilles	400	7	3.5	10	75mm Gun	75	
M7 Priest	300	4	3	10	105mm Howitzer	50	

APPENDIX

Defense Value	Attack Value	Type	Rate	Area
5	20	G	2	2
5	20	G	2	2
5	20	G	2	2
5	20	G	2	2
5	20	G	2	2
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
10	20	G	2	—
5	40	G	2	2
5	50	EX	9	4

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
EX	5	15	6	—	—	—	—	—	—	0.5 Morale Damage
G	1	14	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
AP	6	18	1	—	—	—	—	—	—	—
AP	6	20	1	—	—	—	—	—	—	—
AP	6	22	1	—	—	—	—	—	—	—
AP	6	22	—	—	—	—	—	—	—	Short Paralyze
EX	9	40	4	—	—	—	—	—	—	1.0 Morale Damage





PRIMA Official Game Guide

British Units: Command

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry Officer	200	1	3	5	Sten Sub Machine Gun	10
Airborne Infantry Officer	250	2	2.5	7	Sten Sub Machine Gun	12
Humber Mk1	250	2	4.5	15	15mm Gun	12
M4 Sherman Firefly	400	5	3.5	20	76mm Gun	65

British Units: Infantry

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry	200	1	2.5	5	Enfield Mk1	10
Anti-Tank Infantry	150	1	2.5	5	PIAT	45
Mortar Infantry	150	1	2	5	81mm Mortar	30
Machine Gun Infantry	150	1	2.5	5	Vickers Mk1 Machine Gun	15
Airborne Infantry	250	2	2.5	7	Sten Sub Machine Gun	12
Engineer	200	1	3	5	Enfield Mk1	10

British Units: Naval

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Sea Transport	50	3	3	–	–	–
King George V Class Battleship	5000	15	3	–	14 Inch Guns	100x3
Ark Royal Class Carrier	3000	10	1	–	–	–

British Units: Vehicles

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
M3-A1	250	3	4.5	15	Vickers Mk1 Machine Gun	14
M16 MGMC	200	3	4.5	10	20mm Polsten Mk1	30
M3-A1 Artillery	200	3	4.5	15	Ordnance Q.F. 25 pdr	40
Bedford QLD	500	2	3	–	–	–

British Units: Special Units

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
M4 Sherman Flame Tank	400	7	3.5	15	Flamethrower	30
SAS Commando	250	2	3	8	Sten MkII(S)	14
SAS Commando CO	250	2	3	8	Sten MkII(S)	14
SAS Sniper	250	2	3	8	Enfield #4 Mk1 (T)	10

APPENDIX

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	12	–	Grenade	20	EX	15	9	2	–
G	2	10	–	Grenade	25	EX	15	9	2	–
G	2	14	1.5	–	–	–	–	–	–	–
AP	6	20	1	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	3	12	–	Grenade	20	EX	15	9	2	–
AP	6	12	–	–	–	–	–	–	–	Short Paralyze
EX	9	30	3	–	–	–	–	–	–	0.75 Morale Damage
G	2	12	1.5	–	–	–	–	–	–	–
G	2	10	–	Grenade	25	EX	15	9	2	–
G	3	10	–	–	–	–	–	–	–	Rapid Entrenchment

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
–	–	–	–	–	–	–	–	–	–	–
EX	15	90	4	AA Guns	40x2	G	2	30	–	1.5 Morale Damage
–	–	–	–	–	–	–	–	–	–	Provides Air Missions

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	14	1.5	–	–	–	–	–	–	–
G	2	20	–	–	–	–	–	–	–	–
EX	9	40	3	–	–	–	–	–	–	0.75 Morale Damage
–	–	–	–	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
FL	3	6	2	–	–	–	–	–	–	0.5 Morale Damage
G	2	12	–	Grenade	25	EX	15	9	2	–
G	2	12	–	Grenade	25	EX	15	9	2	–
G	10	20	–	–	–	–	–	–	–	+G 250 vs. Infantry



PRIMA Official Game Guide

Russian Structures

Building Name	Cost	Income	Ammo Upkeep	Oil Upkeep	Health	
Corps HQ	–	+25	+20	+10	2500	
Infantry Division HQ	250	+25	+15	+5	2000	
Mechanized Division HQ	300	+25	+15	+10	2000	
Armor Division HQ	350	+25	+15	+15	2000	
Airborne Division HQ	300	+25	+20	+10	2000	
Engineer Brigade	100	–	+10	+10	750	
Motor Pool	125	–	–	+20	750	
Artillery Brigade	150	–	+20	–	750	
Airfield	500	–	-15	-25	1000	
Supply Depot	25	–	+5	+5	750	
Ammo Depot	75	–	+25	–	750	
Oil Depot	100	–	–	+25	750	
Bunker	25	–	-3	–	1250	
AA Battery	30	–	-5	–	1000	
Artillery Battery	40	–	-7	–	1000	

Russian Units: Aircraft

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
Tupolev SB-2	300	0	7	–	RS 132 Bomb	70	
Mikoyan MiG-3	100	0	11	–	12.7mm Machine Gun	65	
Tupolev SB-2	500	0	7	–	–	–	

Russian Units: Armor

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
T-70	330	5	3.5	20	20mm Gun	50	
T-34	440	7	3.5	20	76mm Gun	70	
IS-2 Josef Stalin	550	9	3	20	122mm Gun	80	
SU-85	440	8	3.5	10	85mm Gun	75	
ISU-52	330	5	3	10	105mm Howitzer	50	

APPENDIX

Defense Value	Attack Value	Type	Rate	Area
5	18	G	2	2
5	18	G	2	2
5	18	G	2	2
5	18	G	2	2
5	18	G	2	2
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
10	18	G	2	—
5	40	G	2	2
5	50	EX	9	4

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
EX	5	15	6	—	—	—	—	—	—	0.5 Morale Damage
G	1	14	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
AP	6	18	1	—	—	—	—	—	—	—
AP	6	20	1	—	—	—	—	—	—	—
AP	6	20	1	—	—	—	—	—	—	—
AP	6	22	—	—	—	—	—	—	—	Short Paralyze
EX	9	40	4	—	—	—	—	—	—	1.0 Morale Damage



PRIMA Official Game Guide

Russian Units: Command

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry Officer	200	1	3	5	PPSh 41 Sub Machine Gun	10
Airborne Infantry Officer	250	2	3	7	PPSh 41 Sub Machine Gun	12
Wz.29	250	2	4.5	15	37mm Gun	12
KV-1	440	5	3.5	20	76mm Gun	65

Russian Units: Infantry

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry	200	1	2.5	5	Mosin-Nagant Model 19/30 Rifle	10
Anti-Tank Infantry	150	1	2.5	5	PTRD 14.5 M1941	45
Mortar Infantry	150	1	2	5	81mm Mortar	30
Machine Gun Infantry	150	1	2.5	5	Degtyrev Machine Gun	12
Airborne Infantry	250	2	2.5	7	PPSh 41 Sub Machine Gun	12
Engineer	200	1	3	5	Mosin-Nagant Model 19/30 Rifle	10

Russian Units: Vehicles

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
M3-A1	250	3	4.5	15	SG43 Machine Gun	12
M16 MGMC	200	3	4.5	10	37mm M39 Gun	30
M3-A1 Artillery	200	3	4.5	15	76.2mm Field Gun	40
YaG-6	500	2	3	—	—	—

Russian Units: Special Units

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Rocket Truck	225	2	3.5	15	132mm Rocket	15x5
Conscript	150	0	3	5	Mosin-Nagant Model 19/30 Rifle	8
Sniper	150	1	2.5	5	M-91/30 Mosin	10

APPENDIX

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	12	–	Grenade	20	EX	15	9	2	–
G	2	12	–	Grenade	25	EX	15	9	2	–
G	2	14	1.5	–	–	–	–	–	–	–
AP	6	18	1	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	3	12	–	Grenade	20	EX	15	9	2	–
AP	6	12	–	–	–	–	–	–	–	Short Paralyze
EX	9	30	3	–	–	–	–	–	–	0.75 Morale Damage
G	2	12	1.5	–	–	–	–	–	–	–
G	2	12	–	Grenade	25	EX	15	9	2	–
G	3	10	–	–	–	–	–	–	–	Rapid Entrenchment

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	14	1.5	–	–	–	–	–	–	–
G	2	20	–	–	–	–	–	–	–	–
EX	9	40	3	–	–	–	–	–	–	0.75 Morale Damage
–	–	–	–	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
EX	10	20	3	–	–	–	–	–	–	0.25 Morale Damage
G	3	10	–	Molotov Cocktail	10	FL	20	9	2	–
G	10	20	–	Grenade	20	EX	15	9	2	+G 250 vs. Infantry





PRIMA Official Game Guide

German Structures

Building Name	Cost	Income	Ammo Upkeep	Oil Upkeep	Health	
Corps HQ	400	+25	+20	+10	2500	
Infantry Division HQ	250	+25	+15	+5	2000	
Mechanized Division HQ	300	+25	+15	+10	2000	
Armor Division HQ	350	+25	+15	+15	2000	
Airborne Division HQ	300	+25	+20	+10	2000	
Engineer Brigade	100	–	+10	+10	750	
Motor Pool	125	–	–	+20	750	
Artillery Brigade	150	–	+20	–	750	
Airfield	500	–	-15	-25	1000	
Supply Depot	25	–	+5	+5	750	
Ammo Depot	75	–	+25	–	750	
Oil Depot	100	–	–	+25	750	
Bunker	25	–	-3	–	1250	
AA Battery	30	–	-5	–	1000	
Artillery Battery	40	–	-7	–	1000	

German Units: Aircraft

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
He. 111H-2	300	0	7	–	SC 50 Bomb	75	
Messerschmitt Bf	109	100	0	11	7.92mm MG17 Machine Gun	75	
Junker JU-52	500	0	7	–	–	–	

German Units: Armor

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
PZ2	300	4	3.5	20	20mm Gun	50	
Panzer III	400	7	3.5	20	50mm Gun	70	
Panzer VI Ausf.B	500	10	3	20	88mm Gun	85	
Jagdpanther	400	7	3.5	10	88mm Gun	90	
Hummel	300	4	3	10	150mm Howitzer	55	

APPENDIX

Defense Value	Attack Value	Type	Rate	Area
5	22	G	2	2
5	22	G	2	2
5	22	G	2	2
5	22	G	2	2
5	22	G	2	2
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
5	—	—	—	—
10	22	G	2	—
5	40	G	2	2
5	55	EX	9	4

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
EX	5	15	6	—	—	—	—	—	—	0.5 Morale Damage
G	1	14	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
AP	6	18	1	—	—	—	—	—	—	—
AP	6	20	1	—	—	—	—	—	—	—
AP	6	22	1	—	—	—	—	—	—	—
AP	6	22	—	—	—	—	—	—	—	Short Paralyze
EX	9	40	4	—	—	—	—	—	—	1.0 Morale Damage



PRIMA Official Game Guide

German Units: Command

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry Officer	200	1	3	5	Schmeisser MP-40	10
Airborne Infantry Officer	250	2	3	7	Schmeisser MP-40	12
SdKfz 222	250	2	4.5	15	20mm KWK 38 Cannon	12
Panzer IV	400	7	3.5	20	75mm Gun	75

German Units: Infantry

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry	200	1	2.5	5	Mausers 98K	10
Anti-Tank Infantry	150	1	2.5	5	Panzerschreck	40
Mortar Infantry	150	1	2	5	81mm Mortar	30
Machine Gun Infantry	150	1	2.5	5	Maschinengewehr 42	14
Airborne Infantry	250	2	2.5	7	Schmeisser MP-40	12
Engineer	200	1	3	5	Mausers 98K	10

German Units: Naval

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Sea Transport	50	3	3	–	–	–
Bismarck Class Battleship	5000	15	3	–	15 Inch Guns	100x4

German Units: Vehicles

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
SPW-251	250	3	4.5	15	Maschinengewehr 42	14
SPW250/9	200	3	4.5	10	3.7cm Flak Cannon	30
SPW-251 Artillery	200	3	4.5	15	105mm Leichte FeldHaubitze	40
ZVM72001 Einheitsdiesel	500	2	3	–	–	–

German Units: Special Units

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
King Tiger	600	10	2.5	20	88mm Gun	90
Goliath B1	100	5	3.5	5	Goliath Detonation	250



APPENDIX

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	10	–	Grenade	20	EX	15	9	2	–
G	2	10	–	Grenade	25	EX	15	9	2	–
G	2	14	1.5	–	–	–	–	–	–	–
AP	6	18	1	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	3	12	–	Grenade	20	EX	15	9	2	–
AP	5	12	–	–	–	–	–	–	–	Short Paralyze
EX	9	30	3	–	–	–	–	–	–	0.75 Morale Damage
G	2	12	1.5	–	–	–	–	–	–	–
G	2	10	–	Grenade	25	EX	15	9	2	–
G	3	10	–	–	–	–	–	–	–	Rapid Entrenchment

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
–	–	–	–	–	–	–	–	–	–	–
EX	15	90	4	AA Guns	40x2	G	2	30	–	1.5 Morale Damage

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	14	1.5	–	–	–	–	–	–	–
G	2	20	–	–	–	–	–	–	–	–
EX	9	40	3	–	–	–	–	–	–	0.75 Morale Damage
–	–	–	–	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
AP	6	22	1	–	–	–	–	–	–	–
AP	50	0.5	2	–	–	–	–	–	–	+EX 250 vs. Building





PRIMA Official Game Guide

Japanese Structures

Building Name	Cost	Income	Ammo Upkeep	Oil Upkeep	Health	
Corps HQ	400	+25	+20	+10	2500	
Infantry Division HQ	250	+25	+15	+5	2000	
Mechanized Division HQ	300	+25	+15	+10	2000	
Armor Division HQ	350	+25	+15	+15	2000	
Airborne Division HQ	300	+25	+20	+10	2000	
Engineer Brigade	100	–	+10	+10	750	
Motor Pool	125	–	–	+20	750	
Artillery Brigade	150	–	+20	–	750	
Airfield	500	–	-15	-25	1000	
Supply Depot	25	–	+5	+5	750	
Ammo Depot	75	–	+25	–	750	
Oil Depot	100	–	–	+25	750	
Bunker	25	–	-3	–	1250	
AA Battery	30	–	-5	–	1000	
Artillery Battery	40	–	-7	–	1000	

Japanese Units: Aircraft

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
Mitsubishi G4M	300	0	7	–	Type 2 Mk3 Bomb	75	
A6M Zero-Sen	100	0	11	–	12.7mm Ho 103 Machine Gun	85	
Nakajima Renzan	500	0	7	–	–	–	

Japanese Units: Armor

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1	
Kyu-Go	275	4	3.5	20	37mm Gun	40	
Type 2 Ke-To	375	6	3.5	20	75mm Gun	55	
Type 1 Ho-Ni	375	6	3.5	10	75mm Type 90 Gun	70	
Type 4 Howitzer	300	4	3	10	150mm Howitzer	60	

APPENDIX

Defense Value		Attack Value	Type	Rate	Area
5		20	G	2	2
5		20	G	2	2
5		20	G	2	2
5		20	G	2	2
5		20	G	2	2
5		—	—	—	—
5		—	—	—	—
5		—	—	—	—
5		—	—	—	—
5		—	—	—	—
5		—	—	—	—
10		20	G	2	—
5		40	G	2	2
5		50	EX	9	4

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
EX	5	15	6	—	—	—	—	—	—	0.5 Morale Damage
G	1	14	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
AP	6	18	1	—	—	—	—	—	—	—
AP	6	20	1	—	—	—	—	—	—	—
AP	6	22	—	—	—	—	—	—	—	Short Paralyze
EX	9	40	4	—	—	—	—	—	—	1.0 Morale Damage





PRIMA Official Game Guide

Japanese Units: Command

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry Officer	200	1	3	6	Type 100 Sub Machine Gun	10
Airborne Infantry Officer	250	2	3	8	Type 100 Sub Machine Gun	12
Type 91 AC	250	2	4.5	15	37mm Type 94 Gun	12
97 Chi-Ha	375	5	3.5	20	75mm Cannon	55

Japanese Units: Infantry

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Infantry	200	1	2.5	6	Type 99 Rifle	10
Anti-Tank Infantry	150	1	2.5	6	Type 97 20mm Anti-Tank Rifle	45
Mortar Infantry	150	1	2	6	81mm Mortar	35
Machine Gun Infantry	150	1	2.5	6	Type 92 Machine Gun	12
Airborne Infantry	250	2	2.5	8	Type 100 Sub Machine Gun	12
Engineer	200	1	3	6	Type 99 Rifle	10

Japanese Units: Naval

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Sea Transport	50	3	3	–	–	–
Yamato Class Battleship	5000	15	3	–	18.1 Inch Guns	120x4
Shokaku Class Carrier	3000	10	1	–	–	–

Japanese Units: Vehicles

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Type 1 Ho-Ki	250	2	4.5	15	Type 96 Machine Gun	14
Type 1 Ho-Ki AA	200	2	4.5	10	75mm Flak Gun	30
Type 1 Ho-Ki Artillery	200	2	4.5	15	75mm Type 38 Field Gun	40
Truck	500	2	3	–	–	–

Japanese Units: Special Units

Unit Name	Health	Defense Value	Speed	Morale	Weapon 1	Attack Value 1
Banzai Infantry	175	1	3	8	Type 99 Rifle	10
Airborne Banzai Infantry	200	1	3	8	Type 100 Sub Machine Gun	12
Sniper	150	1	2.5	6	Arisaka Type 38	10
Te-Ke	250	3	4	20	37mm Gun	40

APPENDIX

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	12	–	Grenade	20	EX	15	9	2	–
G	2	12	–	Grenade	25	EX	15	9	2	–
G	2	14	1.5	–	–	–	–	–	–	–
AP	6	18	1	–	–	–	–	–	–	Extra Damage +15EX

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	3	12	–	Grenade	20	EX	15	9	2	–
AP	6	12	–	–	–	–	–	–	–	Short Paralyze
EX	9	30	3	–	–	–	–	–	–	0.75 Morale Damage
G	2	12	1.5	–	–	–	–	–	–	–
G	2	12	–	Grenade	20	EX	15	9	2	–
G	3	10	–	–	–	–	–	–	–	Rapid Entrenchment

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
–	–	–	–	–	–	–	–	–	–	–
EX	15	90	4	AA Guns	40x2	G	2	30	–	1.5 Morale Damage
–	–	–	–	–	–	–	–	–	–	Provides Air Missions

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	2	14	1.5	–	–	–	–	–	–	–
G	2	20	–	–	–	–	–	–	–	–
EX	9	40	3	–	–	–	–	–	–	0.75 Morale Damage
–	–	–	–	–	–	–	–	–	–	–

Type	Delay	Range	Area	Weapon 2	Attack Value 2	Type	Delay	Range	Area	Unit Bonuses
G	3	12	2	Explosive Charge	200	AP	1	50	1	–
G	2	12	–	Explosive Charge	200	AP	1	50	1	–
G	10	18	–	Grenade	20	EX	15	9	2	+G 250 vs. Infantry
AP	6	18	1	–	–	–	–	–	–	–



PRIMA Official Game Guide

Technologies

Technology	Cost	Availability	Research Structure	
Advanced Armored Training	100	Germany	Corps HQ	
Advanced Infantry Training	50	U.S., Russia, Germany	Corps HQ	
Aircraft Superchargers	75	U.S., Great Britain, Germany, Japan	Airfield	
Air Superiority	75	Great Britain, Germany, Japan	Airfield	
Ammunition Production	100	U.S., Russia, Germany	Engineer Brigade	
Banzai Infantry	75	Japan	Artillery Brigade	
Conscription	100	Russia	Corps HQ	
Construction Battalions	50	All	Engineer Brigade	
Diesel Engines	75	Great Britain, Russia, Germany, Japan	Motor Pool	
Entrenchment	50	Great Britain, Russia, Japan	Engineer Brigade	
Flame Tanks	150	Great Britain	Motor Pool	
Flamethrower Infantry	75	U.S.	Motor Pool	
Foraging	100	Great Britain, Japan	Corps HQ	
Garand Semi-Automatic Rifle	50	U.S.	Corps HQ	
Goliath Remote Bombs	75	Germany	Motor Pool	
Gyrostabilized Tank Guns	100	U.S., Russia, Germany	Artillery Brigade	
Heavy Tanks	100	U.S., Great Britain, Russia, Germany	Motor Pool	
Improved Fire Control	100	All	Artillery Brigade	
Improved Fortifications	50	Great Britain, Russia, Japan	Engineer Brigade	
Improved Light AT Weapons	50	U.S., Great Britain, Russia, Japan	Motor Pool	
Improved Logistics	50	U.S., Great Britain, Germany, Japan	Corps HQ	
Improved Machine Guns	75	U.S., Great Britain, Germany	Corps HQ	
Improved Mortars	75	Great Britain, Germany, Japan	Artillery Brigade	
Improved Reconnaissance	50	Russia, Germany, Japan	Airfield	
Increased Bomber Payload	100	U.S., Great Britain	Airfield	
King Tiger Tank	150	Germany	Motor Pool	
Long Range Artillery	50	All	Artillery Brigade	
M7 Rifle Grenades	75	U.S.	Artillery Brigade	
Marksmanship Training	50	Russia, Germany	Corps HQ	
Mechanical Reliability	75	All	Motor Pool	
Mechanized Production	100	U.S., Great Britain, Japan	Motor Pool	
Military Gear Up	100	Great Britain, Russia, Japan	Corps HQ	
Napalm	150	U.S.	Airfield	
Oil Production	150	U.S., Germany, Japan	Engineer Brigade	
Panzerfausts	100	Germany	Motor Pool	
Plentiful Ammunition	125	Great Britain, Japan	Artillery Brigade	
Proximity Fuses	100	All	Engineer Brigade	
Rocket Truck	125	Russia	Artillery Brigade	

APPENDIX

Affects	Attributes
Tanks	+3 to Current Morale
Infantry	+1 to Current Morale
Aircraft	+20% to Maximum Speed
Fighters	+5 to Attack Value, +5 to Defense Value
Ammo Production	+5 Ammo Production per ammo-producing structure
Infantry Division HQ	Grants access to the Banzai Infantry on the Infantry Division HQ.
Infantry Division HQ	-20% to Recruit Cost
Engineers	+3 to Repair Ability
Tanks	+15% to Maximum Speed
All Units	+25% to Entrenchment Rate
Armor Division HQ	Grants access to Flame Tanks on the Armor Division HQs.
Infantry Division HQ	Grants access to the Flamethrower Infantry on the Infantry Division HQ.
Infantry	+15% to Resupply Rate
American Rifle Armament	+20% to Attack Speed
Infantry Division HQ	Grants access to the Goliath Infantry on the Infantry Division HQ.
Tanks	+10 to Attack Value
Armor Division HQ	Grants access to Heavy Tanks on the Armor Division HQs.
Artillery	+25% to Attack Speed
Bunkers	+25% to Armor Piercing Resistance, +25% to Explosive Resistance
AT Infantry	+10 to Attack Value
All Units/Structures	+5 to Detection Range, +5 to Supply Range
All Machine Guns	+4 to Attack Value
Mortar Infantry	+5 to Attack Value, +20% to Attack Speed
Aircraft	+5 to Detection Range
Bombers	+15 Attack Value
Armor Division HQ	Grants access to King Tiger Tank on the Armor Division HQs.
Artillery	+6 to Projectile Ability Range, +6 to Bombard Ability Range
Infantry Division HQ	Grants access to Assault Infantry on the Infantry Division HQs.
Infantry	+2 to Attack Value
Vehicles	+10% to Health
Mechanized HQ	-15% to Recruit Cost
All HQs	+5 to Income
Bombers	Grants bombers the ability to drop napalm bombs to increase damage.
Oil Production	+5 Oil Production per oil-producing structure
AT Infantry	+15 to Attack Value
All Units	+10% to Resupply Rate
Anti-Aircraft Weapons	+15 to Attack Value
Mechanized Division HQ	Grants access to the Rocket Truck on the Mechanized Division HQs.



PRIMA Official Game Guide

Technologies (Continued)

Technology	Cost	Availability	Research Structure
SAS Paratroopers	100	Great Britain	Airfield
Schurzen	100	Germany	Motor Pool
Self-Sealing Fuel Tanks	75	All	Airfield
Sniper Rifles	75	Russia, Japan	Corps HQ
Special Forces	75	U.S., Great Britain, Japan	Corps HQ
Tankette Division HQs.	100	Japan	Motor Pool
Tank Production	125	Russia, Germany	Artillery Brigade

World War Territories

Territory	Income	Initial Control	Starting Armies
Alaska	+2	United States	–
Aleutian Islands	+0	United States	–
Argentina	+1	Independent	–
Australia/New Zealand	+4	Great Britain	1 Infantry, 1 Defensive
Belarus	+5	Russia	1 Infantry, 1 Armor
Brazil	+1	Independent	–
Caribbean	+2	Independent	–
Caucasus	+7	Russia	–
Central China	+4	United States	1 Defensive
Congo	+1	Independent	–
Dutch East Indies	+8	Great Britain	–
East Africa	+1	Independent	–
Eastern Canada	+4	Great Britain	–
Eastern China	+5	Japan	3 Infantry, 2 Infantry (w/ Air Division)
Eastern Europe	+4	Germany	1 Air, 1 Armor, 2 Mechanized, 1 Infantry
Eastern Siberia	+4	Russia	1 Defensive
Eastern United States	+25	United States	1 Infantry, 2 Defensive
Egypt	+4	Great Britain	1 Infantry (w/ Air Division), 1 Mechanized
France	+5	Germany	1 Mechanized
French Coast	+1	Germany	1 Infantry
French North Africa	+2	Independent	–
French West Africa	+1	Independent	–
German Coast	+6	Germany	1 Infantry
Germany	+15	Germany	2 Defensive
Gibraltar	+2	Great Britain	1 Defensive
Great Britain	+15	Great Britain	1 Infantry, 1 Mechanized, 2 Defensive
Hawaii	+3	United States	1 Defensive

Affects	Attributes
Airfield	Grants access to SAS Paratroopers on the Airfield.
Tanks	+15% Armor Piercing Resistance
Aircraft	+10 to Defense Value
Infantry Division HQ	Grants access to Sniper Infantry on the Infantry Division HQs.
Recon Infantry	+1 to Attack Value, +1 to Defense Value, +10% Health
Mechanized & Armor Division HQs	Grants access to the Tankette on the Mechanized and Armor
Armor Division HQ	-10% to Recruit Cost

World War Territories (Continued)

Territory	Income	Initial Control	Starting Armies
Iwo Jima	+2	Japan	2 Infantry, 1 Infantry (w/ Air Division)
Japan	+15	Japan	2 Defensive
Kazakhstan	+1	Russia	–
Libya	+2	Germany	2 Defensive
Madagascar	+1	Independent	–
Manchuria	+6	Japan	1 Infantry, 1 Mechanized
Marshall Islands	+0	Japan	–
Mexico	+2	Independent	–
Midway	+0	United States	–
New Guinea/ Solomon Islands	+3	Great Britain	–
Norway/Finland	+2	Germany	1 Infantry
Palestine	+1	Independent	–
Persia	+7	Independent	–
Philippines	+3	United States	1 Defensive
Russia	+15	Russia	2 Infantry, 2 Defensive
Samoa	+2	United States	–
Saudi Arabia	+3	Independent	–
Siberia	+0	Russia	1 Infantry
South Africa	+3	Great Britain	1 Infantry
Southeast Asia	+3	Great Britain	1 Infantry
Southern Europe	+5	Germany	1 Infantry
Ukraine	+3	Russia	1 Infantry, 1 Armor
Ural Mountains	+12	Russia	1 Infantry
Venezuela	+1	Independent	–
Western Canada	+2	Great Britain	–
Western China	+0	United States	–
Western United States	+20	United States	1 Infantry, 2 Defensive